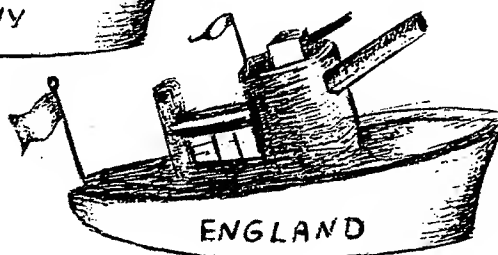
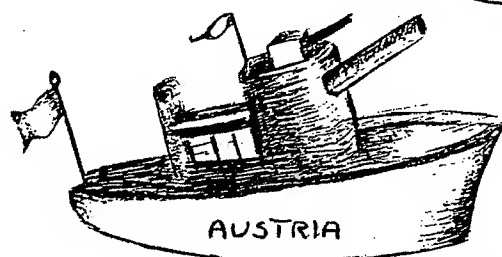
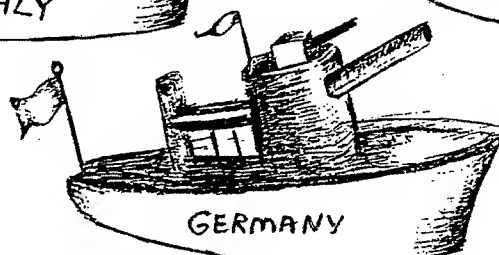
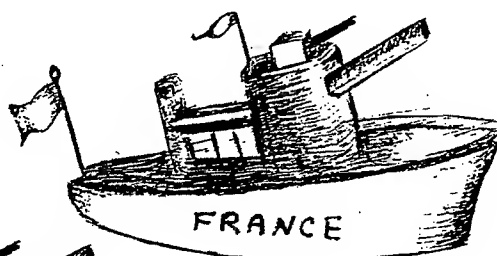
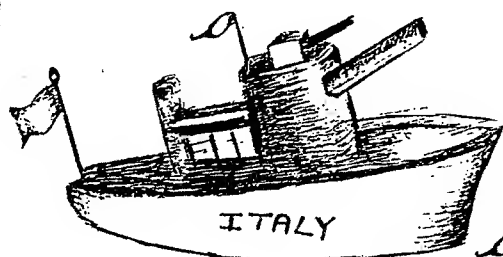
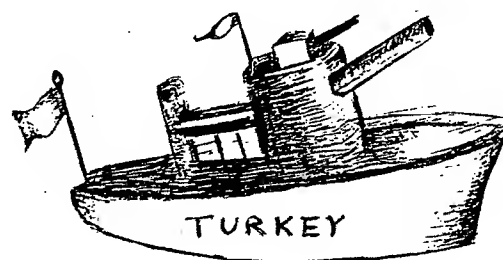
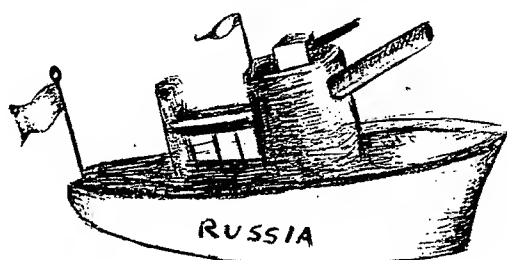


Diplomacy **W****orld**



Gunboat Tournaments: **Is Turkey an Automatic Winner?**

Editor's Desk

Greetings from your neophyte *Diplomacy World* editor. If this is the first issue of the magazine you have seen, then welcome! *DW* exists to give the Diplomacy hobby a zine about the game and the hobby that surrounds it, and to that end we publish such things as strategy and tactics articles, zine reviews, variant designs, and other information of use to both the play-by-mail and face-to-face Dipper. If you have any questions about anything you read by all means send a letter to the editor. And if you have comments or suggestions about this zine send them as well. There are many such letters in the letter column that begins on page 24.

One change I am making due to overwhelming response from the readership is that I now offer a first-class mail subscription rate for U.S. subscribers. The \$10 figure gets you four issues sent third-class bulkrate, while the \$12 will get you four issues sent first-class. Of course, if a lot of people switch over to first-class then I may not be able to offer third-class, but hey I'll respond to what the market says.

There are many new writers in this issue of *DW* and I hope you will enjoy their articles. If you have an idea for an article please let the editor know. Submissions will earn the writer subscription credit to this zine, so at least you would get something out of it besides a pat on the back!

There has been some question as to what extent *DW* will be an "international" zine and to what extent it will be a primarily American zine. The answer to this is really quite simple: the zine will be a reflection of who sends in articles

and who subscribes to begin with. My first priority has been to reestablish the popularity of the zine among North American readers since they will always form the bulk of the subscription base. However, I will certainly attempt to cover the international hobby to the extent that it really exists. So far there have been plenty of compliments from overseas, but few offers to help or write or anything else.

On a more positive note, the Variant, International and Interview Editor spots have been filled from a long list of applicants. We welcome these new staffers to the *DW* family and look forward to their contributions in the future. There still remains open the Electronic Mail Editorship, so interested parties should contact the Editor pronto.

The next issue of *Diplomacy World* should be out in March, and already promises to be chock-full of interesting articles and features. Among other pieces, look for a feature on postal elections games in the hobby, a spotlight on the newest version of the popular Colonia variant, and strategy and tactics material on Triple alliances and playing Italy. Also likely is a package of articles on the Runestone Poll, which measures the popularity of various play-by-mail zines in the hobby, as well as the other polls that make up the spring poll season in North America.

The *DW* mailing list is now available for sale for three dollars. This 1100-person listing is the most up-to-date and complete one available for North America, as the zine gets address corrections straight from the Post Office.

DipWorld

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Contributions	Submissions are encouraged, and published articles will result in subscription credit being awarded to the writer, as well as recognition above as a <i>Diplomacy World</i> contributor.
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Hobby News

Several of the Diplomacy events for 1991 have announced dates and other details. First and foremost, the North American Diplomacy Championships, known as DipCon, will be held over the weekend of August 2-4 at the University of Scarborough near Toronto, Ontario. This is the first DipCon held outside the United States, but will still likely draw a large American contingent to compete against the native Canadian Dippers in attendance. There is a flyer about the Con on page fifteen. For further information contact Tournament Director Doug Acheson at Unit 5, Suite 330, 320 Yonge St, Barrie Ontario L4N 4C8.

One of the first Diplomacy events of the year will be DixieCon V, hosted again by David Hood. This Chapel Hill, North Carolina tournament was the site of DipCon 1990, and promises to bring out the best Dippers in the South and beyond once again this year. The event will be held May 25-26, Memorial Day Weekend, with unofficial gaming to take place as usual on the Friday night beforehand. The three-round Diplomacy tournament will be combined with events in variant Dip, Titan, and other games. Registration fee is \$15, with housing available on campus for \$14 per night to share a room or \$19 for a single. Contact David Hood, 104-F Terrace Drive, Cary NC 27511 for details.

The annual Diplomacy event at Baltimore's AtlantiCon gaming event will be held this year over the Fourth of July weekend. This year AtlantiCon is the host site for Origins as well, so this Convention is a must for any serious gamer on the east coast. For further details, contact Tournament Director Robert Sacks, 4861 Broadway 5-V, New York NY 10034.

Also over the Fourth of July, Vince Lutterbie will host his PoolCon event in Marshall, Missouri. Last year this house con was a major gathering of hobby luminaries, so this year's event should be nothing less. Bring your Titan board, and your bathing suit! Contact Vince at 1021 Stonehaven, Marshall MO 65340.

Pete Gaughan is hosting a new house con on the Diplomacy hobby circuit, DafCon South I, on May 3-5. There will be lots of Dip, Titan, Circus Maximus, etc. so go to Pete's ready to play! He can be contacted at 1521 S. Novato Blvd #46, Novato CA 94947 for information about the event.

Last, the Avalon Hill Game Company has finally gotten on the stick to host its own gaming event. The first AvalonCon will be held in Camp Hill, Pennsylvania on August 23-25. The Con will feature many of AH's most popular games, including Diplomacy of course. More details on AvalonCon will be published in the next *DW*.

The DW Interview: Gary Behnen

Q. What is your age and occupation?

A. I am 30 and a salesman.

Q. How long have you been in the hobby? How did you start?

A. I started playing Dip in 1974 when a friend gave me the game and I wrote Rick Loomis over at Flying Buffalo.

Q. You have several postal wins. Is there any particular one that stands out in your mind?

A. Every win is fun and memorable in one way or another, but one of the most interesting to date was a game in *The Appalachian General*. I was France, and although he was doing well my German ally reversed his offensive against Russia once England fell, then NMRed out! Meanwhile, the A/R finished Turkey while Italy harassed the Austrian flank. Eventually, Russia stabbed Austria and allied with Italy and the game began to go Russia's way. Italy refused to join an A/F alliance against Russia so A/F moved against Italy as Austria executed a strategic retreat from the Balkans. The new German player agreed to join the A/F and we began to build a stalemate line against Russia. Germany misordered, then NMRed, so it finally came down to a winter supply center count of R-17, G-2, A-1, F-14. For the next year we could take a Russian-held center and then had a 50/50 chance of holding it, but the following year would see Russia win in any event. Graciously Austria and Germany both agreed to thwart Russia by ultimately sacrificing their centers to France. In the Fall, we held and France won due to A/G cooperation and our tactics.

Q. What does it take to win a postal Dip game?

A. Unfortunately there is no formula to assure a win. Most wins require frequent communications, a blend of diplomacy and tactics, and usually a successful series of alliances... some broken. Sometimes a little luck helps, too!

Q. Who has been your strongest adversary? How about your best alliance partner?

A. I've had numerous strong adversaries and great allies, and some were both! I really can't pick one individual as the strongest or best overall, but I do have a favorite game alliance. It was an I/G 2-way that Don Williams and I forged in Fall 1901 in our first game together. Everything we did diplomatically and tactically worked as planned and when it came time for one of us to go for the win, we both decided the best conclusion was our planned draw.

Q. Do you have a favorite zine to play in?

A. Yes, the one I got in the mail today! Seriously, my favorite zine of all time was *Claw and Fang* by Don Horton. It was very well done, punctual, had articles and even recipes at "The Diplomat's Other Table." If anyone knows what Don

is up to these days, I'd love to find out.

Q. How have NMRs impacted postal games you have played in?

A. Ah, the proverbial skeleton in our closet. Unfortunately some games are fundamentally changed by NMRs. All you can really do is try to adjust, grin and bear it.

Q. What is your favorite Great Power, and why?

A. Russia is my favorite country. It has tremendous potential in Spring 1901 and is the only country that can appreciably effect both the West and East from the start.

Q. You are also an experienced tournament player. How do postal players do in FTF games as compared to their postal play?

A. I guess the "logical" assumption is that a postal player doesn't do as well FTF as postally. My experience is that your postal record is not a good indication of your FTF play. Indeed, a generally conservative postal player can be a loose cannon when put on a FTF board. I believe personality and tactical prowess are your greatest attributes when you play FTF.

Q. Which was the best convention/tournament that you have been to?

A. Best Con? No contest; PoolCon hosted by Vince and Melody Lutterbie. Definitely on my schedule every year.

Q. What is the biggest problem facing the Diplomacy hobby today?

A. Really the only problem I see is the politicizing of the service offices, like the BNC or MNC. No one person or group can or should "control" or "guide" this hobby and I emphasize the word hobby. As long as we have individuals like the BNC willing to do the work, why fight about it?

Q. Any other comments about the game or hobby?

A. Not to be argumentative, but I must disagree with Eric Klien's argument in the last *DW Interview* that PBEM will completely take over the Diplomacy hobby, at least not in the near future. First, not everyone can afford to play by computer or has a desire to get one! Second, although the quick turnaround for turns may be preferable to those who have gravitated to PBEM, such speed isn't for everyone. I admit that sometimes postal games seem to drag, but I for one could not meet or enjoy two-day deadlines. For me, this is a hobby - one that I don't always have time to "play" and (I hate to admit this) which sometimes piles up a week before I get back to it. Although PBEM may quickly pass the PBM hobby in sheet numbers of games played, I look forward to my mailbox ritual. With apologies to Joe Biden, the news of PBM's hobby demise is greatly exaggerated.

Note: Gary is the top-ranked postal player in N. America.

The Importance of Being Belgium

by General John McCausland

"No, I want Belgium."

"I want Belgium!"

"No, I want Belgium!!"

Smack. "Ahhh..."

Such was the scene when I returned home from work the other day. This violent argument over a single supply center was quickly resolved to my satisfaction; I sent the three-year olds to bed. But what do you do when the combatants are a bit older and you do not have much authority over them? Perhaps if we explore the merits of owning Belgium, we can come up with some type of answer.

Belgium is the most centrally located supply center on the gameboard. It is only two moves away from seven home supply centers, eight if you want to include a convoy of English A Liverpool. However, with all of these units able to converge on this single dot, none of the major parties (England, France and Germany) can capture it in 1901 if the other two powers want to prevent it. Further, only France can capture it alone if either England or Germany remains neutral.

By being so centrally located, it is common sense that Belgium is an important province. It borders on two sea areas, two coastal provinces, and two land-locked provinces. It can have an effect on both sea-based and land-based invasions. It can offer support north, south, east and west, as well as accepting such support. Belgium seems like such a wonderful place to be!

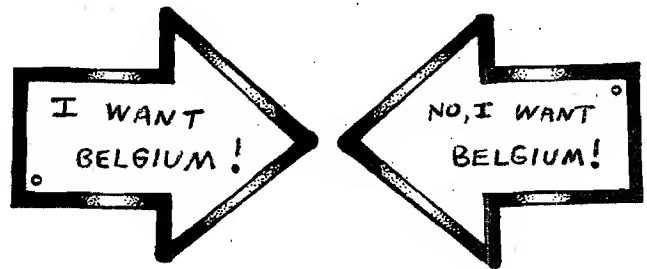
However, there are several problems with Belgium, first among them being its central location. While Belgium can offer support into six different areas, that support can also be cut from those same six provinces. Second, whoever owns Belgium is frequently seen as a major threat to the other three powers in the vicinity. Third, many players get attached to Belgium and expend all their energy trying to maintain control rather than try other tacks.

As you can see, there are advantages and disadvantages to owning this supply center. The situation will be different in each new game, but there are decisions you must make. Let us look at the situation where you are one of the three western powers, and you have equal trust with the other two players. You, of course, want Belgium yourself, but assuming you cannot get it and your future ally insists he have it, which power do you pick?

France has the easiest choice of the three. Always insist on the German fleet capturing Belgium. This fleet carries very little risk to France, and this move is usually made in

conjunction with A Ruh-Hol (or to Mun if threatened). It also implies an anti-English stance. A German army would put too much temptation for a quick thrust into Burgundy and beyond. If you feel England must take Belgium, a fleet is slightly better than an army because it can only threaten Brest, but it slows down English progress against other German supply centers.

England never wants to see an opponent's fleet in Belgium. At all costs, England must insist on supporting an army in. However, in so doing they are usually giving somebody a sixth center. Because of this, Germany should be the recipient as they would be much more likely to build three armies. The one exception to this is if Italy moves into Piedmont. You then know that France will probably use everything to defend against that attack, so you can gamble on giving them the



extra build.

Germany has a very difficult time giving anybody support into Belgium. Any English unit is a threat, as is each French unit. If you feel you must support somebody, a French fleet in Belgium is less of a threat in the long run.

The best option for all three powers is a neutral Belgium in 1901. This strategy is best even if you are not planning a Western Triple alliance. You are not taking a chance of giving your potential enemy an extra build, plus you are prohibiting your ally from getting too large a jump on you.

As you can see, Belgium does serve its purpose, but it is not as important early in the game as many people think. It is not worth ruining a potentially good alliance over, and it is definitely not worth coming to blows over, as my three-year olds discovered, much to their amazement.

>General John McCausland is the pseudonym for one of the most experienced postal and tournament Diplomacy players in the Hobby.

The Unabashed Bo(t) on England

By Larry Botimer

I hate playing England for the simple reason that I always wind up wondering how I managed to make a mess of such a nice position. I never pick the right ally so I've been compensating by trying to ally with everyone. Then I find out I've got too many allies and no particular direction to go, and my units are out of position because I'm waffling so much. Finally, the other players realize I don't know what I'm doing and participate in a mercy killing to put everyone out of my misery.

I have resolved to do better in the future and to try and give my gameplan more direction and flexibility. I need flexibility and a more definite strategy because I consistently run up against French and German players who use me to further their purposes, so they keep me contained in my little corner. French allies love me because I let them hem me in until they are ready to stab me. Lots of English players end up with a French fleet in the Channel which they end up accepting as a *fait accompli*. It is irritating to say the least but there is not a great deal you can do when it happens because usually the French player has a good reason to be there or at least a good excuse. I also get blackmailed by Russians who threaten to intervene in the west to balance things out by attacking Norway. Obviously I need to find a countermeasure for this.

One of the things I resent about all this is that it is generally accepted in the hobby that England is one of the easiest, if not THE easiest country to play. Do you know that novices are recommended to play England because it's so easily defended! Hah! Since I usually wind up defending as England, I can tell you it ain't necessarily so. On the other hand, if you put England in the hands of one of the top players in the game, inevitably there's an outcry to "kill the witch" because of the potential that England has in the hands of such a person when allied with any other player. Think about how many draws you see that are two ways with England as one of the partners. I've been in an ET, EI, EG, and EA myself and had some potential others result in wins for one of the allies. It's also notable that when England is a significant survivor in a possible three or four way draw, the power at the corners that England can bring to bear makes it the most likely game breaker. This tends to reinforce the early paranoia about England and build "kill the witch" hysteria.

That hysteria early in the game is the first major problem I see with playing England. What makes it so difficult to combat is that no one really misses England once it has been eliminated. Russia, France and Germany just seem to flow

into the vacuum created, and not much changes tactically or diplomatically. France still faces Germany and a northern naval power with Italy on the other flank. Germany is still caught between Russia and France but now has more potential for alliances with Italy and Turkey/Austria since these powers recognize that France/Russia will need to look elsewhere for dots. So, it seems no matter how loud and long you yell when RGF ruthlessly wipes you out, all you get is tongue in cheek sympathy and a wish to hold out as long as possible to keep the three occupied.

The board consensus that everyone is better off without you around is truly hard to deal with and very frustrating to say the least. You really must do something to force your presence on the game, so that even the more benign tactic of simply containing you until time allows your neighbors to deal with you is unsuccessful. We've all seen Turkey reduced to three centers and left to rot in the corner because the RAI doesn't really want to waste time and units to wrinkle the Turk out of his corner. This "contain" policy works reasonably well with England also but does not suffer from the tactical drawbacks and advantages surrounding the Turkish situation. While Turkey's home supply centers can all support each other, England suffers from unit hunger when reduced to three blocks (especially when they don't have the right type of unit to cover their remaining centers.)

That brings me to the second major problem I find in playing England: getting the right balance of armies to fleets. England, more than any other power, can find itself without tactical options and out of position because of this problem. There's a lot of conventional wisdom about this situation which emphasizes the "power of the convoy" as a tactic, but no matter how you slice it you are tying up two units to bring influence to bear on just one province. There's no easy answer to this problem, but I'm beginning to feel that it is not as difficult as it might seem if we reexamine another bit of Hobby wisdom: that England must put an army on the continent in 1901 or 1902.

Nine times out of ten this translates for most people into convoying A Liverpool to Belgium, Picardy or Norway in the conventional fashion from the standard English openings. Anti-French means A Wales and F English Channel, while anti-Russian means A Edinburgh and F Norweigen. The safe option is then A Yorkshire and F North Sea for convoy to Belgium. Obviously if you are worried about Russia you will want to be able to force Norway for your

build, but that does not appeal to the new wave of aggressive players much. Besides, not a lot of Russians feel comfortable sending that Moscow army to St. Pete given the recent emphasis on fast starts for one's country, along with new emphasis on the AIT theatre.

What I propose is to reverse a little of the traditional thinking here and open F Lon-Eng, F Edi-Nth, A Lvp-Yor. My intention is to put my fleet into Belgium and my army into Norway. My reasoning relies on two facts. First, only one center north of the Par/Mun/War line cannot be attacked by at least four fleet units and that is Berlin, while only Par/Mun out of the centers west of Vie/War cannot be reached by a fleet unit. Put all that together, my friends, and you get a lot more than eighteen centers. So, while having armies is nice, the fact remains that England is primarily a naval power.

The second fact is that the English unit in Belgium will exert influence over only six provinces. These are evenly split four and four for the army and fleet, but please notice that F Belgium can be used to support action in the North Sea and English Channel, both of which are key to English defense and offense options. Army Belgium runs its influence into the interior of the continent to reach Ruhr and Burgundy, but these areas require England join in a land struggle and have a cooperative ally in order to be effective. Furthermore, a retreat from Belgium often leaves the army in the box, which must be rebuilt and reconvoys if England is committed to a continental conflict. A fleet may suffer a similar fate but then the offending ally/enemy can expect a faster retaliation from English naval power as the rebuilt unit simply fills the space left by a counterattacking fleet unit.

Of course running the risk of offending France with this move is certainly a factor, but I feel that with the rise in "attacking" French strategies lately, this opening to the Channel also serves defensive purposes in case France was cooperating with Germany to take the North Sea or deny the Norway build. Using the army to pull in that Norway build while covering the Channel may make you a temporary *persona non grata* in Paris and Moscow, but nowadays players are tending to view such stabs as rude but acceptable. The Russian, who vows to avenge an army convoy to Norway, won't find much sympathy from the other players when you point out that a single unit unsupported from the Barents or the Norweigan is not going to topple the Russian Empire.

The reason I find the A Norway a good alternative is that the provinces it can influence include Finland as opposed to Skagerrat. I pretty much discount the Barents as a useful place for an English unit early in the game because of the limited options it presents. While I admit that the previous arguments about influencing sea provinces with fleets applies to the Norway/Skagerrat situation as well, it is not nearly as paramount to England as the question of who owns the North Sea and Channel. The clincher for me, however, is

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 • Speaking of playing England, Martin Burgdorf wrote in about his first time playing England in face-to-face Diplomacy. The event was the 5th annual French DipCon, held in Paris. There were some seventy participants in the two-day tournament, held on the campus of a French high school. Prizes were awarded to the top seven finishers, much as is done in the States. Martin reports that the event was well-organized and a much better Diplomacy tournament than he experienced at either the Essen Games Fair in Germany or the Gamex convention in Pasadena, California. Most of the participants spoke very good English, so poor French speakers like Martin were still able to have a good time playing the Dip. Costs were also quite modest when Martin compared his expenses at the other two tournaments. Details on the 1991 French DipCon will be forthcoming in a later issue of DW.
 •.....

the fact that an A Norway has more of a dampening effect on Russian ambitions in Scandinavia than a fleet would because Russia has to plan around the possibility of the English unit in Finland. Such an army can exert influence on all three potentially disputed centers with England rather than just a combination of Nwy/Stp or Nwy/Swe as with a fleet. This is in line with my theory that a good defense leads to a better offense.

In fact, it is just possible that if the Russian opens A Mos-Stp you may convince him that your primary focus with this opening is in the West, so that it would be a good idea for him to convoy A Stp-Swe to set up a springboard attack on Germany in 1902. How about A Nwy-Hol supported by F Bel, while the Russian goes A War-Sil, F Bot-Bal, and A Swe-Den? That turns what looked like bloody conflict along the Anglo-Russian border to a peaceful demilitarized zone that allows both powers to concentrate their forces on the main battle zones. Hey, you might even suggest such a daring scheme in Winter 1900 to a Russian player you think has the potential to be a dynamic partner.

This discussion would not be complete without mentioning the tempting option that F Eng-Mid might be to some of you more nasty types who feel a good mini-stab should be followed by an even better complete stab. The A Norway secures the build and F Lon-Eng has support from Mid and Nth in 1902. Plus, the German can be invited to bring all his ground strength to bear on the Burgundy/Belgium corridor. This would seem to me an effective counter to the "contain" policy which France might feel should be applied to a dangerous English player such as yourself.

I hope this tickles some of your more wicked thought processes the next time you start out a game as England.

>Larry Botimer (1900 SW Campus Dr #38-104, Federal Way WA 98023) is a longtime hobbyist and Dipper. This article is reprinted from *Kathy's Korner* #165.

Is Turkey an Automatic Winner?

by Melinda Holley

Do certain countries have an automatically better chance of surviving or winning a game of Diplomacy regardless of who is playing the country? One way to test this theory is to examine the results of round robin (7 x 7) gunboat tournaments, in which each player plays each Great Power in seven different games. The following tournaments were the first four I GMed in *Starwood*.

With anonymous players in gunboat, there is no negotiations except occasionally in the press. For the following games, there was no press. Although a player's intent could be alluded to by improper orders, this could be as much misinformation as anything else.

The rating system used in *Starwood* is:

Win = 1.00 points

2-way draw = .5 points

3-way draw = .4 points

4-way draw = .3 points

5-way draw = .2 points

6-way draw = .1 points

7-way draw = 0 points

Centers at end of game = .01 points each

Tournament No. 1 was nicknamed **Eldritch**. It covered games "87AHrb" through "87ANrb." Larry Botimer won the tournament.

Overall, Austria and Italy were eliminated 3 times and survived 4 times. In no game was either the Austrian or Italian player a part of a win or draw.

England was also eliminated 3 times, but gained a win and a 2-way draw while surviving the remaining 2 games. France was only eliminated twice, but gained 1 win and two 2-way draws while surviving the remaining 2 games.

Germany was eliminated 3 times, but gained 1 win and one 3-way draw while surviving 2 more games. Russia was also eliminated 3 times, but survived 3 games and gained a 2-way draw in the 7th game.

Turkey was never eliminated, gaining 1 win, one 2-way draw, one 3-way draw, and surviving the remaining 4 games. In fact, the worst-case scenario for Turkey in this tournament was a survival at 5 centers.

In "87AHrb (Galadriel)," as F/T draw passed in 1906. Vincent Lutterbie (Fra) and John Schlosser (Tur) got the draw.

In "87Aurb (Circe)," Germany (Larry Botimer) won in 1909 with 19 centers.

In "87AJrb (Merlin)," an F/R draw passed in 1906. Again, Vincent Lutterbie (Rus) and John Schlosser (Fra) got the draw.

In "87AKrb (Morgan Le Fey)," an E/G/T draw passed in

1914. This was the only 3-way passed in the tournament as well as being the only DIAS (Draws Include All Survivors) draw in the tournament. Vincent Lutterbie (Tur), Thomas Manning (Eng), and Jeff McKee (Ger) got the draw.

In "87ALrb (Morgause)," England (Vincent Lutterbie) won in 1914 with 19 centers.

In "87AMrb (Melusine)," Turkey (Larry Botimer) won in 1909 with 18 centers.

In "87ANrb (Spectre)," France (Larry Botimer) won in 1912 with 17 centers. This was the only negotiated win during the tournament.

Using the above scoring system, Turkey won the tournament with 2.59 points. France closely followed with 2.54 points. England came in third with 1.80 points closely followed by Germany with 1.71 points. Russia finished a comfortable fifth with 0.64 points. Austria finished sixth with 0.18 points leaving Italy last with 0.12 points.

Tournament No. 2 was nicknamed **Wonders**. It covered games "88Drb" through "88Jrb." Vincent Lutterbie won the tournament.

Overall, Russia was eliminated the most (5 times) and survived 2 games. At no time was Russia part of a win or draw.

Austria was eliminated 2 times, survived 3 times, and won 2 games. England was also eliminated 2 times but survived 4 times and was part of a 2-way draw.

France was eliminated in 1 game, survived in 4 games, was part of a 3-way draw, and won 1 game. Germany was also eliminated in 3 games but survived in 2 games, was part of a 3-way draw, and won 1 game.

Italy was eliminated in 4 games and survived in 3 games. As in Tournament No. 1, Italy had no part of a win or draw.

Turkey was eliminated in 3 games, survived in 1 game, had part of a 3-way draw, had part of a 2-way draw, and won 1 game.

In "88Drb (Coliseum of Rome)," Germany (Rick Kohman) won in 1908 with 20 centers.

In "88Erb (Catacombs of Alexandria)," an F/G/T draw passed in 1911. This was the only DIAS draw in the tournament as well as being the largest draw. The players involved were Rick Kohman (Fra), Vincent Lutterbie (Ger), and Mark Sheron (Tur).

In "88Frbb (Great Wall of China)," Turkey (Jim Diehl) won in 1908 with 19 centers.

In "88Grb (Stonehenge)," France (Thomas Manning) won in 1913 with 19 centers.

In "88Hrb (Leaning Tower of Pisa)," Austria (Vincent Lutterbie) won in 1909 with 20 centers.

In "88Irb (Porcelain Tower of Nanking)," an E/T draw

passed in 1910. The players involved were Rory Noble (Eng) and Vincent Lutterbie (Tur).

In "88Jrb (Mosque of St. Sophia)," Austria (Rory Noble) won in 1910 with 20 centers.

Using the same scoring system, Austria won this tournament with 2.50 points. Turkey closely followed with 2.42 points. France narrowly took third place with 1.85 points with Germany right behind with 1.74 points. England secured fifth place with 0.87 points. Russia barely took sixth place with 0.11 points leaving Italy in last place with 0.09 points.

Tournament No. 3 was nicknamed **Heartthrobs**. It covered games "88ADrb" through "88AJrb." Mark Sheron won the tournament.

Overall, Austria was eliminated 4 times and survived 3 times. At no time was Austria a part of a win or draw. England was eliminated 3 times, survived 2 times, had one 2-way draw, and 1 win.

France was eliminated 5 times, survived 1 game, and had one 3-way draw. Germany was also eliminated 5 times and had two 2-way draws.

Italy had 2 eliminations, 4 survivals, and one 3-way draw. Russia also had 2 eliminations plus 3 survivals, one 3-way draw, and one win.

Turkey had 1 elimination, 2 survivals, three 2-way draws, and 1 win.

In "88ADrb (Richard Chamberlain)," Russia (Mark Sheron) won in 1910 with 20 centers.

In "88AKrb (Trevor Rye)," a F/I/R draw passed in 1910. This was the largest draw in the tournament. The players involved were Frank Easton (Fra), Mark Sheron (Ita), and Tim Moore (Rus).

In "88AFrb (Rutger Hauer)," an E/T draw passed in 1914. The players involved were Frank Easton (Eng) and Fred Chang (Tur).

In "88Grb (Terry Lester)," Turkey (Jim Diehl) won in 1912 with 18 centers.

In "88AHrb (William Lücking)," a G/T draw passed in 1914. The players involved were Larry Botima (Ger) and Frank Easton (Tur).

In "88AIr (Ricardo Montalban)," England (Tim Moore) won in 1910 with 19 centers.

In "88AJrb (Tom Selleck)," a G/T draw passed in 1911. Jim Diehl (Ger) and Mark Sheron (Tur) were the players involved.

Using the same scoring system as before, Turkey won the tournament with 3.27 points. England came in a distant second with 1.91 points followed by Russia with 1.68 points. Germany finished in fourth place with 1.27 points. France came in fifth with 0.53 points closely followed by Italy with 0.52 points. Austria finished dead last with 0.10 points.

Tournament No. 4 was nicknamed **Ladies**. It covered

games "88ATrb" through "88AZrb." Jeff McKee won the tournament.

Overall, Austria was eliminated 3 times while surviving 3 times. In the 7th game, Austria garnered a win. England also survived 3 times plus 1 elimination, one 4-way draw, and two 2-way draws.

France was never eliminated, getting 3 survivals, one 3-way draw, two 2-way draws, and 1 win. Germany was eliminated 2 times, survived 2 times, had one 2-way draw, one 3-way draw, and one 4-way draw.

Italy was only eliminated in 1 game while surviving in 5 games and getting one 4-way draw. Russia was eliminated in 3 games while surviving the remaining 4 games.

Turkey was eliminated in 2 games and survived in 2 games plus getting a one 2-way draw, one 3-way draw, and one 4-way draw.

In "88ATrb (Ingrid Bergman)," an F/G/T draw passed in 1907. The players involved were Fred Chang (Fra), Jeff McKee (Ger), and Rebecca Tompkins (Tur).

In "88AUrb (Sophia Loren)," an E/F passed in 1909. The players involved were Fred Chang (Eng) and Jeff McKee (Fra).

In "88AVrb (Elle McPherson)," another E/F draw passed, this time in 1910. The players involved were Jeff McKee (Eng) and Thomas Manning (Fra).

In "88AWrb (Marilyn Monroe)," France (Jim Diehl) won in 1910 with 18 centers.

In "88Axrb (Jane Seymour)," an E/G/I/T draw passed in 1906. This was not only the largest draw of this tournament but the largest draw of all the tournaments as well. The players involved were Jim Diehl (Eng), Karl Hoffman (Ger), Rick Kohman (Ita), and Jeff McKee (Tur). Also, no country was eliminated in this game (possibly due to its early completion).

In "88AYrb (Jaclyn Smith)," a G/T draw passed in 1906. The players involved were Rick Kohman (Ger) and Thomas Manning (Tur).

In "88AZrb (Elizabeth Taylor)," Austria (Frank Easton) won in 1913 with 20 centers.

Using the same scoring system as above, France won this tournament with 2.97 points. England took second place with 1.74 points closely followed by Turkey with 1.61 points. Germany took fourth place with 1.45 points barely ahead of Austria with 1.37 points. Italy came in sixth with 0.53 points, leaving Russia in last place with 0.11 points.

By looking at all four tournaments, we find:

Austria	— No. 1 — 6th place
	— No. 2 — 1st place
	— No. 3 — 7th place
	— No. 4 — 5th place
England	— No. 1 — 3rd place
	— No. 2 — 5th place

		Variant		
France	— No. 3 — 2nd place	following:	Austria	— survival (6 centers)
	— No. 4 — 2nd place		England	— survival (3 centers)
	— No. 1 — 2nd place		France	— WIN (17 centers)
	— No. 2 — 3rd place		Germany	— WIN (19 centers)
Germany	— No. 3 — 5th place		Italy	— survival (3 centers)
	— No. 4 — 1st place		Russia	— eliminated
	— No. 1 — 4th place		Turkey	— WIN (18 centers)
	— No. 2 — 4th place		Obviously, playing Turkey and France helped. Playing	
Italy	— No. 3 — 4th place		Germany wasn't so boring as Larry got a win there. While	
	— No. 4 — 4th place		Larry survived as Italy, playing Russia gave him his only	
	— No. 1 — 7th place		elimination. Playing England didn't really help much al-	
	— No. 2 — 7th place		though he had a reasonable showing as Austria.	
Russia	— No. 3 — 6th place		In Tournament # 2, Vincent Lutterbie accomplished the	
	— No. 4 — 6th place		following:	
	— No. 1 — 5th place		Austria	— WIN (20 centers)
	— No. 2 — 6th place		England	— eliminated
Turkey	— No. 3 — 3rd place		France	— survival (9 centers)
	— No. 4 — 7th place		Germany	— two-way draw (8 centers)
	— No. 1 — 1st place		Italy	— survival (4 centers)
	— No. 2 — 2nd place		Russia	— eliminated
	— No. 3 — 1st place		Turkey	— two-way draw (11 centers)
	— No. 4 — 3rd place		It seems Vince was also helped by playing Turkey. He	

What do we see? First, we see that Turkey consistently finished as one of the top 3 countries (actually winning 2 tournaments). We see that Germany consistently finished in the middle of the pack (apparently regardless of who was controlling the country). We also see that Austria, Italy, and Russia generally finish in the bottom of the group. Although Austria won 1 tournament and Russia came in 3rd in one tournament, this was due to strong performances by individual players. Italy consistently finished 6th or 7th.

If we look at total points for the entire tournament, we find:

Turkey	— 9.89 points
France	— 7.89 points
England	— 6.32 points
Germany	— 6.17 points
Austria	— 4.15 points
Russia	— 2.54 points
Italy	— 1.26 points

As expected, Turkey had the best point total with France a full 2 points behind. Again, we see Germany in 4th place although not far behind England. Austria sits comfortably in 5th placer with Russia solidly in 6th. Italy (poor Italy) brings up the rear in full command of last place.

But, how did the individual players do? Did playing Turkey help them? Did playing Italy hurt them? Did playing Germany just get boring? Let's look first at our tournament winners: Larry Botimer, Vincent Lutterbie, Mark Sheron, and Jeff McKee:

In Tournament #1, Larry Botimer accomplished the

following:

Austria	— survival (6 centers)
England	— survival (3 centers)
France	— WIN (17 centers)
Germany	— WIN (19 centers)
Italy	— survival (3 centers)
Russia	— eliminated
Turkey	— WIN (18 centers)

Obviously, playing Turkey and France helped. Playing Germany wasn't so boring as Larry got a win there. While Larry survived as Italy, playing Russia gave him his only elimination. Playing England didn't really help much although he had a reasonable showing as Austria.

In Tournament # 2, Vincent Lutterbie accomplished the following:

Austria	— WIN (20 centers)
England	— eliminated
France	— survival (9 centers)
Germany	— two-way draw (8 centers)
Italy	— survival (4 centers)
Russia	— eliminated
Turkey	— two-way draw (11 centers)

It seems Vince was also helped by playing Turkey. He made a decent showing as France but didn't get much help from England. Like Larry Botimer in Tournament #1, Germany (although consistently the 4th ranked country) helped Vince a great deal. I believe Vince's win as Austria is an indication of Vince's ability as a player. Again, there was not much help from either Russia or Italy.

In Tournament #3, Mark Sheron accomplished the following:

Austria	— survival (3 centers)
England	— eliminated
France	— survival (11 centers)
Germany	— eliminated
Italy	— three-way draw (8 centers)
Russia	— WIN (20 centers)
Turkey	— two-way draw (12 centers)

Once again, Turkey helps the player. Mark's decent showing as France falls into line. Once again, England disappoints us as, though ranked third overall, it proves to be no help to the tournament winner. Germany and Austria likewise prove no help. Mark's win as Russia and draw as Italy again are more of an indication of the player's ability, as these showings are out of what appears to be the norm.

Jeff McKee accomplished the following in Tournament #4:

Austria	— survival (11 centers)
England	— two-way draw (12 centers)
France	— two-way draw (11 centers)
Germany	— three-way draw (8 centers)
Italy	— eliminated

Continued on Page 14

Winter 1898

by Randy Davis

The idea in Winter 1898 is to play Diplomacy on the regular board, with all the regular rules, except: each Power starts the game in Winter 1898 with only one unit and one center. The other home supply centers would have to be taken first before that Power could build there. The first game year is 1899, so that home centers could be easily taken for play beginning in Spring 1901 as usual. By Winter 1900, there would be a vast array of new openings. It would be impossible for a Power to lose a center in 1899, while most Powers would be growing to four centers by the end of 1900.

Here are the starting positions:

Austria starts with A Trieste. This allows for the possibility of a fleet build in Winter 1898, while stress with Italy isn't bad because she starts with A Naples. The first build should almost certainly be an army, though, allowing the taking of a leftover home center and Serbia in 1900. Certainly smart to ally with Italy at first.

England begins with F Edinburgh, thus being the only Power to begin with a fleet. Of course, this is a necessity for England. Edinburgh was chosen for the reason that it gives England good options without putting too much pressure on France, starting with A Brest. Taking Liverpool first may be smart, so as not to threaten Brest, though taking London puts two fleets on the North Sea and perhaps two on Norway (if necessary). First build should clearly be a fleet.

France has A Brest in the beginning because she needs the possibility of a fleet build against England after the first year. Starting A Paris means that she must attack Germany. Also, England is a bigger threat than Italy, making Brest a better starting place than Marseilles. Mar is a better first take than Par, though, since Spring 1900 A Mar-Bur allows a either a bounce with Germany/Spain in the fall combination, or the taking of Paris/Belgium. First French build should depend on allies, but a fleet seems most likely.

Germany starts with A Kiel. This allows for a possible fleet with more options than if built in Berlin. Also keeps distance from Russia, who'll probably need all the help possible in this variant. Germany should likely take Munich first, to give her more Spring 1900 options. First build dependant on allies, as with France, but should probably lean towards a fleet.

Italy begins with an unexpectedly strong position at A Naples. She is unlikely to be attacked early except by Austria (who'd want to ally) but is also in a good position to mess with Austria if desired. The A Naples allows for a fleet build with better options than from Rome. As for starting in Venice, well I just don't think A/I need the stress in the early going. Alliance with Austria would yield mega fleets, while

Italy could become a major land power by attacking Austria.

Russia starts with A St. Petersburg. This gives Russia the option of a fleet in Winter 1899, whereas beginning in Sev would be just too anti-Turkish. It certainly doesn't mean Russia should or would attack E/G, although that would be an option. Sevastopol can be taken in the first year, allowing an anti-Turk fleet by Winter 1900. Russia's disadvantage against Turkey is the main reason for starting Turkey at A Smyrna. In this variant Russia clearly goes from strongest to weakest in the beginning, but definitely has an enjoyable position. With good diplomacy, Russia should do well. It has the option of becoming more quickly involved in the West. First build could go any of three ways, with Sev being the probable first take.

Turkey gets A Smyrna in the beginning to help Russia defensively. Ankara would likely be the first take, followed by Constantinople in 1900. She should probably build F Smyrna first, though an army would be useful to move into Balkan territory in the early game.

This variant could go many different ways from the usual Diplomacy game. Here are two different possible opening situations, with certain seasons combined with conditionals (this would speed the early game up when run by mail.):

Spring/Fall 1899: AUS A Tri-Bud-H, ENG F Edi-Yor-Lon, FRA A Bre-Par-H, GER A Kie-Mun-H, ITA A Nap-Rom-H, RUS A Stp-Mos-Sev, TUR A Smy-Ank-H.

Winter 1899/Spring 1900: AUS +A Tri, A Tri-Ven, A Bud-Vie, ENG +F Edi, F Lon-Wal, F Edi-Nth, FRA +F Bre, A Par-Gas, F Bre-Mid, GER +F Kie, A Mun-Ber, F Kie-Den, ITA +F Nap, A Rom-Ven, F Nap-Ion, RUS +A Stp, A Sev-Ukr, A Stp-Mos, TUR +F Smy, A Ank-Con, F Smy-Aeg.

Fall 1899: AUS A Vie H, A Tri-Ser. ENG F Wal-Lvp, F Nth-Bel. FRA F Mid-Por, A Gas-Spa. GER F Den H, A Ber H. ITA A Rom-Ven, F Ion-Tun. RUS A Ukr-War, A Mos H. TUR F Aeg-Gre, A Con H.

Winter 1899: AUS +A Tri, A Bud. ENG +F Lon, F Edi. FRA +F Bre, A Par. GER +A Kie, A Mun. ITA +F Nap, F Rom. RUS +A Sev, F Stp(nc). TUR +F Smy, A Ank.

Spring/Fall 1899: AUS A Tri-Bud-H, ENG F Edi-Yor-Lon, FRA A Bre-Gas-Mar, GER A Kie-Ber-H, ITA A Nap-Rom-Ven, RUS A Stp-Mos-Sev, TUR A Smy-Ank-H.

Winter 1899/Spring 1900: AUS +A Tri, A Tri-Ser, A Bud-Tri. ENG +F Edi, F Edi-Cly, F Lon-Eng. FRA +F Bre, F Bre-Mid, A Mar-Gas. GER +F Kie, F Kie-Hol, A Ber-Kie. ITA +F Nap, F Nap-Ion, A Ven-Tri. RUS +A Stp, A Stp-Mos, A Sev-

Rum. TUR +F Smy, F Smy-Aeg, A Ank-Con.

Fall 1900: AUS A Bud-Tri, A Ser S Russian A Rum-Bul. ENG F Eng-Mid, F Cly-Lvp. FRA A Gas-Bre, F Mid-Por. GER F Hol-Nth, A Kie-Den. ITA A Ven-Rom, F Ion-Tun. RUS A Rum-Bul, A Mos H. TUR F Aeg-Gre, A Con-Bul.

Winter 1900: AUS +A Bud. ENG +F Edi. FRA +F Mar. GER +F Kie. ITA +A Ven, A Nap. RUS +F Sev, A Stp. TUR +F Ank, A Smy.

As shown here, the game could go in many different directions. Going for two builds in 1900 isn't necessarily the best plan. I think after these playtests, the starting positions are good. Russia and

Turkey can still go at it or be best allies or maybe even leave each other alone for a while. England can have problems, or be quite strong. It also seems that Italy could rise from the bottom of the barrel and be the strongest Power. Of course, they could take a beating if the others allied the right way.

The bottom line is that the variant injects even more options into the early game, and thus even more avenues for negotiating skills to be used.

>Randy Davis (3019 Bertram Court, Concord CA 94520) is a prolific postal player and, now, variant designer.

Conquest of the New World III

A Variant by Lew Pulsipher, revised by Fred Davis in 1983

0. Except as stated below, all the rules of normal Diplomacy apply.

1. This is a game for five players. The powers are: England, France, Holland, Portugal, Spain. If you have only four players, drop Holland: three players, drop Portugal; two players, drop France.

2. Each power starts with four units. These are two armies and two fleets. They are located in the Atlantic Ocean space, and are supplied by four off-board European centers. The armies are not loaded on the fleets at the beginning of the game, but may do so during the first turn at no penalty of movement.

3. The object of the game is to own 13 of the 24 centers on the board. The off-board centers do not count towards meeting this total.

4. The game begins in 1590 (two years after the defeat of the Spanish Armada.) Each subsequent game "year" moves forward ten calendar years.

5. All new units through Winter 1610 must be built in the Atlantic Ocean space, which represents the Home Countries and their adjacent sea areas. The only way armies can leave this space is by boarding a fleet belonging to their own country to form an A/F. On the first move, or any subsequent move, the army may board a fleet. The resulting A/F may then simultaneously move to an ordinary space. If no fleet belonging to the same country is present in the Atlantic Ocean, the army must wait until one is available. Multinational A/Fs are not allowed.

6. Atlantic and Western Pacific Spaces

a. Any number of units of all Powers may coexist in the Atlantic and Western Pacific Ocean Spaces. Conflicts never occur there. Units leaving either space may be supported by other units either in or outside of the space.

b. Units may exchange places between either the Atlantic or Western Pacific and other spaces. However, a unit dislodged by any unit attacking from the Atlantic or Western Pacific may not retreat into the Atlantic or Western Pacific, as the case may be. A support order by a unit in one of these spaces which helps to dislodge another unit

does not prevent the dislodged unit from retreating to that space.

c. While a fleet or A/F may return to the Atlantic or Western Pacific from any adjacent ordinary space, armies cannot be convoyed in the regular manner via either space.

d. Fleets and A/Fs may move directly or give support between the Atlantic and South Pacific, or between the Western Pacific and Falkland Sea Spaces, and vice-versa, but not directly between the Atlantic and Western Pacific. Such moves will succeed even if the intervening ordinary sea space is occupied, subject to the normal rules of Diplomacy.

7. Army/Fleet Operations

a. Army/Fleets (A/Fs) may be formed only in the Atlantic Ocean. A/Fs may only operate in sea and island spaces, but they may support attacks on or furnish defense to coastal spaces in the same manner as an ordinary fleet. An A/F has the strength of a single unit; the army contributes nothing.

b. An A/F may disembark its army into any adjacent coastal or island space. The fleet cannot support the army ashore. The army is treated as if it had been convoyed to the new location in the standard manner. If the army's move fails, it remains with the A/F. This is the only way an A/F can be recreated in an ordinary space. Once disembarked in the New World, all further army movements by sea are carried out by regular convoy methods.

c. The fleet component of an A/F may only hold when it attempts to disembark its army. If the A/F is dislodged, the disembarkation does not take place.

d. An A/F in the Atlantic or Western Pacific may leave the fleet in that space and disembark the army directly into Antilles, Hispaniola, Hawaii, or Easter Islands.

e. An A/F in an island space may separate by leaving the army behind and moving out with the fleet. The order should specify that the army has disembarked in the island space.

f. If a dislodged A/F is forced to retreat to a coastal space, the army is destroyed.

8. An army may not be convoyed in the regular manner until it has occupied a land or island space. An army with an A/F must remain with that A/F until it has disembarked in the New World.

9. Receipt of Supplies from Homelands

- At the start of the game, each Power receives support from four off-board Supply Centers in the Home countries. These are for the four units in the Atlantic Ocean in 1590.
- This support decreases to three centers during Winter 1600, two during Winter 1610, and one during 1620. This center remains for as long as the Power owns at least one supply center on the board. When the last New World supply center is lost during or after 1620, that Power is eliminated from the game.
- Atlantic Ocean builds beginning in Winter 1590 are based on the capturing and ownership of on-board supply centers, as in the regular game. In theory, up to four new units could be built during Winter 1590, but in practice only three centers can be captured. Up to three units can be built in the Atlantic in 1600, up to two in 1610, and no more than one thereafter. However, deferred builds may be accumulated and used later, even though the number of off-board centers decreases in the following built period. (For example, a Power is entitled to three builds in 1600, but builds only two. The deferred build may be made in 1610, even if that means building three units in the Atlantic.)
- During Winter 1620, and each succeeding Winter Season, each Power may also build one unit in their New World Home Center. (See Rule 10.)

10. Home Supply Centers in the New World

- Each Power may designate one Supply Center in the New World as a Home Supply Center, after said province has been occupied by that Power. Builds may be made in the new Home Centers beginning in 1620. These centers are as follows: England - Nova Scotia or Virginia; France - Quebec or Antilles; Holland - Delaware or Venezuela; Portugal - Rio or Para; Spain - Cartagena or La Plata.
- Once designated, these Home Centers cannot be changed.
- Occupation and designation of a New World Home Supply Center occurs in the winter season of its conquest. A Power may defer designating a Home Supply Center, but a Center cannot be used for building purposes until the Winter after it was so designated. As long as the designation is made in either 1590, 1600, or 1610, units can be built there beginning in 1620.
- Designation of Home Centers should not be made public until 1610, but players may notify the GM earlier of their choices. All designations would then be published with the Winter 1610 adjustments.

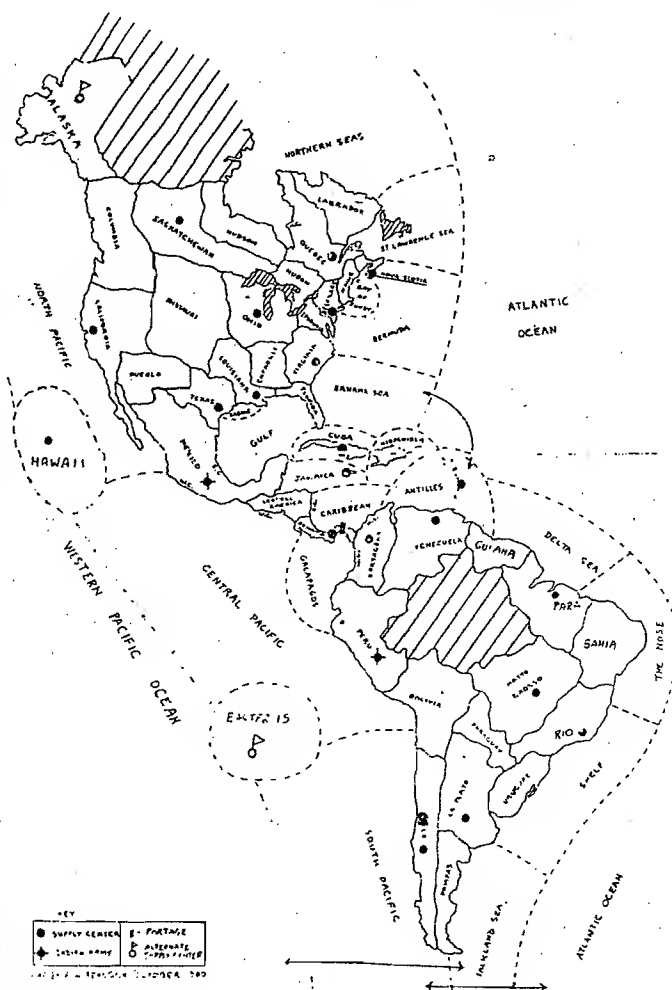
11. Antilles, Cuba, Easter Islands, Hawaii, Hispaniola, and Jamaica are island spaces. For most purposes, they are treated as sea spaces. However, an army may wholly occupy an island space, by being embarked from an A/F or convoyed there in the ordinary manner. Once landed, an army must be convoyed in order to move. An army in an island space cannot furnish support anywhere else.

12. There are Native Indian Armies in Mexico and Peru. They can only hold, and must be dislodged before their centers can be taken. European units may support these Indian units.

13. There is a Portage route available through Panama. When a fleet enters Panama, it is specifically on one coast. If the fleet orders "to portage", it is now moved to the other coast.

CONQUEST OF THE NEW WORLD III

ORIGINAL GAME AND MAP BY LEO PULGIPHER 1979
REVISED BY FRED C. DAVIS JR. AUGUST 1980, JUNE 1983



14. Move Clarifications

- Fleets and A/Fs may move and support directly between Antilles and Bahama Sea, and armies may be convoyed between these two spaces by the regular method, without interfering with the passage of units between the Atlantic Ocean and Hispaniola.
- Armies may move between Huron and both Iroquois and Ohio.
- Fleets may use the Coastal Crawl between Quebec and Labrador.

Optional Russian Rules

The fourth or fifth player in a game may be Russia instead of Holland. Their units start in the Western Pacific Ocean. Alaska replaces Easter Islands as a supply center. The Russian may designate either Alaska or California as its New World Home Supply Center.

Note: This variant is on offer in Dave McCrumb's zine *The Appalachia General* (3636 Old Town Rd, Shawsville VA 24162.)

Demonstration Game

1989 AM Game Over

David Hood: This game ended in a so-called E/E/G/G/I draw, an endgame concept developed here by Edi Birsan. What it basically means is that while Italy, Germany and England are all in the draw, Italy is deemed to be only a 20% partner while the other two have 40% of the draw each. I as Turkey voted for it to stop the game before Italy eliminated me in a couple of gameyears, but am not so sure about this draw procedure. I would very much welcome some comments from the readership about this type of draw, as well as comments from the 1989AM players. All players should get me their endgame statements by February 15 for publication in the next *Diplomacy World*.

This brings us to the subject of the next Demonstration Game. Since the idea here is to showcase the best Diplomacy players in a real-game situation for the benefit of novices, etc. I have decided to open the next game to the top-ranked players in the Dragonstooth Ratings List, which ranks players on their completed postal games. Since I will be the GM for the game, that leaves the following as first choices for this Demo Game: Gary Behnen, Dave McCrumb, Hugh Christie, Mikel Petty, Mike Ward, Pete Fuchs, and Mark Berch. If any of these people turn us down I will get in touch with others on the Dragonstooth List.

I would also like some volunteers to be commentators for the game. I would prefer at least two persons for this. If you fancy yourself an armchair diplomatist or just your basic busybody, then tell me you want to be a commentator.

<i>Austria</i>	Jim Diehl (Out F03)
<i>England</i>	Edi Birsan (Draw F05)
<i>France</i>	Melinda Holley (Out F04)
<i>Germany</i>	Steve Heinowski (Draw F05)
<i>Italy</i>	Steve Cooley (Draw F05)
<i>Russia</i>	Francois Cuerrier (Drop F04),
	Civil Disorder
<i>Turkey</i>	David Hood (Surv F05)

Supply Center History

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>
<i>Austria</i>	4	1	0	0	0
<i>England</i>	4	5	6	7	9
<i>France</i>	4	5	2	0	0
<i>Germany</i>	5	6	8	9	10
<i>Italy</i>	4	7	10	10	11
<i>Russia</i>	5	3	3	4	1
<i>Turkey</i>	4	6	5	4	3

Continued from Page 10

Russia — survival (3 centers)
 Turkey — four-way draw (8 centers)

Here, Turkey does not seem to help Jeff as it helped the others. The countries like France, England and Germany in the middle of the rankings prove to be the most help to Jeff. Again, his showing as Austria is an indication of his ability since the country rarely is able to perform consistently well. As expected, Jeff gets no help from either Russia or Italy.

So much for the tournament winners. But as the sports maxim goes, is it true that anyone can win anytime? Can we look at a player who was in all four tournaments but that did not win any of them? Yes, we can.

Jim Diehl was an original (and finishing) player in all four gunboat tournaments. He came in sixth in Tournament #1, fourth in Tournament #2, and second in Tournaments #3 and #4. So how did the various countries help or hurt Jim?

Turkey	— #1 = survival (6 centers)
	— #2 = WIN (19 centers)
	— #3 = WIN (18 centers)
	— #4 = survival (2 centers)
France	— #1 = survival (5 centers)
	— #2 = survival (2 centers)
	— #3 = eliminated
	— #4 = WIN (18 centers)
England	— #1 = survival (6 centers)
	— #2 = survival (2 centers)
	— #3 = survival (1 center)
	— #4 = four-way draw (6 centers)
Germany	— #1 = survival (1 center)

	— #2 = eliminated
	— #3 = two-way draw (11 centers)
	— #4 = eliminated
Austria	— #1 = survival (5 centers)
	— #2 = eliminated
	— #3 = eliminated
	— #4 = eliminated
Russia	— #1 = eliminated
	— #2 = survival (9 centers)
	— #3 = survival (2 centers)
	— #4 = eliminated
Italy	— #1 = eliminated
	— #2 = survival (2 centers)
	— #3 = survival (2 centers)
	— #4 = survival (3 centers)

As could be expected, Jim did excellently with Turkey, gaining two wins. He did fairly well with the next three countries (France, England and Germany.) He fared the worst with Austria, getting slightly better averages with Russia and Italy.

From this small base of information, it would seem that certain countries indeed do possess an edge in gunboat, and thus probably in regular Diplomacy. While the calibre of individual players certainly affects play, it may be that a wise choice of which country to play is as much a part of strategy as determining how and where to move armies and fleets. Hopefully, Pete Clark and I will be able to do further study to determine if we've found the "secret to success."

>Melinda Holley (PO Box 2793, Huntington WV 25757) also publishes *Rebel*, and thanks the players in *Starwood* for this article.

can★con

DIPLOMACY

"An IDTR Sanctioned
Tournament"

Toronto

Hosting
DIPCON XXIV

Dateline: Barrie, Ontario CANADA

(We actually interrupt this soon to follow interview, with the following words of advise - PREREGISTER and SAVE!!)

The interview you are about to read/scan/ignore, never took place, is an out'n'out lie, and should be challenged at the earliest opportunity in the zine in which it is found. Such callous disregard for the truth in journalism should be questioned. Any questions so raised can be sent to Doug Acheson, CAN-CON/DipCon Coordinator, Unit 5 Suite 330, 320 Yonge St., Barrie, Ontario CANADA L4N 4C8 or the publisher of the zine that you find this in! Anyways, on with the interview.

This interview is being conducted by the earstwhile staff of *STUDIES IN SCARLET/CLANDESTINE ACTIVITIES*. The honourable hobby noteworthy being interviewed this flyer is David Hood, publisher of *DIPLOMACY WORLD* and successful coordinator of DipCon XXIII.

SinS/CA: Well, David, we have recently come across numerous submissions from your desk, requesting information about a certain DipCon to be held in Toronto, Ontario CANADA in 1991. Are you really serious in your efforts to disseminate such information to the hobby at large? Or, is it, as some have come to believe, just an effort to harass a certain Mr. Doug Acheson?

David Hood: To be honest, I'm surprised that the editorial staff of Doug Acheson's delinquent publication have responded at all to my numerous requests for information about DipCon XXIV and last year's Can-Con results. I had become seriously concerned about the seemingly lack of interest in putting together some sort of information flyer which is essential in promoting a successful Con. Believe me, there is no intent to usurp Doug Acheson.

SinS/CA: David, was not the hobby's most serious pundits informed of the date of DipCon XXIV when Doug's bid to host it was accepted at the general meeting of said pundits?

David Hood: Well, yes. A tentative date was suggested but a suggested date is not a confirmed date and those wishing to attend such a convention **MUST** have definitive dates to schedule their holidays around. We cannot be kept in the dark and then at the last minute be expected to show up.

SinS/CA: Well you do have a point and we should address those concerns immediately. We discovered that CAN-CON '91/DipCon XXIV will be held from Fri. AUGUST 2nd to Sun. AUGUST 4th, at U of T's Scarborough Campus, Toronto. and the room rate will be \$30.00/night/person.

Preregistration fee: \$20/participant.

An Overview of Austro-Italian Relations

by David Hood

When a novice picks up a copy of any zine and turns to the strategy and tactics articles, he is often beset by jargon and terminology that is unfamiliar. Indeed, that unfamiliarity may prevent one from understanding the point of the article. *Diplomacy World* will attempt to alleviate this problem somewhat by printing articles here that define certain terms or concepts and thus aid the novice in gaining access to other hobby literature.

This article will discuss Austro-Italian relations. There is probably no trickier opening situation for a beginner to *Diplomacy* than the border between Venice and Trieste. This is the only place on the board that home supply centers of different powers touch each other, and this gives rise to thoughts in many a novice's mind that AI war is inevitable.

As experienced Diplomats will tell you, however, the two most natural alliance partners on the board are indeed Austria and Italy. Why? Because their neighbors in the East, Turkey and Russia, and much stronger in the beginning, particularly when acting in concert. Many games involve strong RT alliances that roll over first a hapless Austria, then an out-of-position Italy because an AI war ensued at the outset.

Given the defensive advantages to AI cooperation in the early part of the game, Dippers have for years worked to devise clever ways that the proximity of Italian and Austrian units can be used to their mutual advantage. The most popular of these openings is called the Lepanto invasion. Here the AI alliance seeks to go after Turkey and eliminate that corner power right off the bat. Then attention can be diverted to Russia and France, or one of the AI alliance partners can stab the other after Turkey is gone.

The Lepanto basically works like this: Austria supports their fleet to Greece in Fall 1901 while their A Vie bounces with Russia in Galicia or even goes after Rumania. (There are many variations to the Lepanto depending upon Russia's relationship with the AI). Italy convoys A Apu through the Ionian to Tunis while its other army holds in Venice or messes with France/Germany. In 1902 the Italian F Ion is either supported to Aegean by the Austrians or it can go for Eastern Med, replaced in the Ionian by newly built F Nap. This is combined with an Austrian land attack on Bulgaria. By the fall of 1902 the AI wants to be able to land an army in Syria (under the traditional Lepanto) or convoy that A Tun to either Bul or Con through the Aegean Sea.

Sometimes the Lepanto can work like a charm, particularly if Russia can be made neutral or neutralized by a western war. But more often Russia sees what is coming and can help

Turkey defend itself. This possibility has led to the development of the so-called Key Opening. This involves misdirection and trickery, as Italy moves A Ven-Tri in Spring 1901. The idea is to put Italy's extra army into play by moving it into Serbia in the Fall, while Austria uses its two armies against Rumania or even Bulgaria in the right circumstances. The Key opening is combined with a Lepanto-type fleet movement and convoy to Tunis. The opening also looks after Spring 1901 like AI war, a point which can catch Russians and/or Turks off guard during Fall 1901 moves.

A discussion of AI relations would not be complete without talking about the various strategies for war. Generally this involves Italy attacking Austria, either by moving A Ven-Tri, A Rom-Ven to see if something more than Tri can be taken, or the more likely A Ven-Tyl, A Rom-Ven to put two units against Tri for the Fall. Sometimes the Italian attack can take the form of a convoy to Greece with Turkish support while A Ven-Tri. (Of course, this possible attack is precisely why a Key Opening can fool RT.)

Austria can also be the aggressor in Spring 1901, though it is highly uncommon unless there is a solid RAT triple alliance in the works. The most likely Austrian opening here is the so-called Hedgehog Strategy, which looks like this: F Tri-Adr, A Vie-Tyl, A Bud-Tri. This puts three on Venice in the Fall hopefully, as well as setting up the possibility of a convoy to Apulia to forego a build but set up a strong 1902 position.

AI is better served, though, by allying in the beginning, so develop your own openings to better bring forces to bear against your intended enemies.

North American Hobby Services

Boardman Number Custodian (BNC): Records Dip gamestarts and finishes. Don Willaims, 28162-F W Sloan Canyon Rd, Castaic CA 91384.

Miller Number Custodian (MNC): Records Variant gamestarts and finishes. Lee Kendter, 4347 Benner St, Philadelphia PA 19135; or Brad Wilson, PO Box 126, Wayne PA 19087.

Canadian Diplomacy Organization (CDO): Cal White, 1 Turnberry Ave, Toronto Ontario M6N 1P6.

Zine Register/Zine Bank: Sends sample zines or list of zines. Tom Nash, 202 Settler's Rd, St Simons Island GA 31522.

Novice Packet: Tom Mainardi, 45 Zummo Way, Norristown PA 19401; or Bruce Linsey, PO Box 1334, Albany NY 12201.

1990 PDORA Allocations

By John Caruso

This year's money has been appended as follows - we have been pledged \$406.37, of which we've received all but \$59 as of November 30. We have \$78 left over from last year, plus we have a \$10 donation that I have involuntarily kicked in. So the grand total of the money available for services this year is \$494.37. It will be \$59 less if the two outstanding donors fail to meet their pledges.

With this in mind, the People's Diplomacy Auction Financial Committee of Steve Arnawoodian, Bob Acheson, Bill Quinn, Steve Heinowski and Don Del Grande has allocated the funds as follows based on the requests received from the services. Note that the top and bottom amounts are ignored and the remaining three are averaged:

BNC: 4-Yes, 1-No 200 200 200 20 0	Equals \$136.66
MOD: 5-Yes 150 100 100 100 100	Equals \$100.00
NAVB: 3-Yes, 1-No, 1-Undecided 40 40 40 30 20	Equals \$36.66
Dip-AH: 4-Yes, 1-No 80 50 25 15 0	Equals \$30.00
Total amount allocated is \$303.32	

If all the money is collected, that will leave an excess of \$191.05 to be carried over to next year.

I wish to thank the committee for their time and I wish to give a special thanks to all those who participated in the auction, whether it was by directly bidding or donating, or if it was by plugging the auction. It couldn't be a success without you. Take care...

BNC(Boardman Number Custodian)=Don Williams,
MOD(Masters of Deceit)=Tom Mainardi, NAVB (North American Variant Bank)=Lee Kendter, Jr, Dip-Avalon Hill Contact Person=Larry Peery.

>John Caruso (636 Astor St, Norristown PA 19401) chairs the PDORA Financial Committee. The Auction raises money to fund various hobby services, and is held annually. John also serves as Registrar of Projects for the New York Game Board.

How to Become a Hobby Icon

by David Hood

Everybody knows who they are. You know, the people in the hobby that everybody knows and/or respects. These are the first people you send a sample of your new zine to, or the first people that come to mind when you want to say "so-and-so agrees with me on this issue." Most "Hobby Icons" are publishers, but certainly not all. Some are good Diplomacy players, but some are absolutely horrible. Some are new to the hobby, some are verified Hobby Old Farts.

The question is, how does one become a Hobby Icon? Or, perhaps more importantly, should one seek to be an Icon?

The most important thing to do to become well-known in the hobby is to get your name out in circulation. Whenever a list of Icons is put together there are invariably people on it that the list compiler does not know, and has had little contact with. So it's partly name recognition. If you want your name out there, you need to do two things first: write a lot of letters to different letter columns, and get into several high-profile games. The letters need not be long; just enough to make you sound like you generally understand what you are talking about. Indeed, if you write too long a letter, a lettercol reader may not even read the letter - defeating your whole purpose.

A high-profile game is one that involves other Icons and is being run in a zine that features a small number of games. A game in *Rebel*, for example, is not likely to do it given the number of games being run. Of course, it helps to do well in one's games, but even bad players will benefit from subbers seeing their name a lot in game reports they read.

Publishing a zine is the coup de grace for becoming an Icon, but trying to do this before you do the other two things is extremely difficult. Sometimes zines do start up by people who are unknown to the hobby previously, but such efforts usually fall apart rather quickly. When you publish you are able to control the way the hobby sees you much more effectively, but only if you are able to publish effectively.

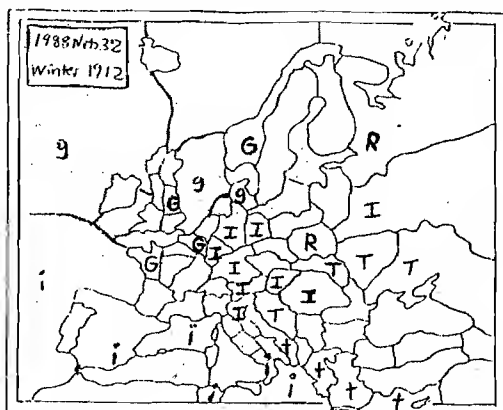
Now, why would you want to be a Hobby Icon? All persons have a natural desire to be famous and well-liked, whether they admit it or not. Obscurity may be fine for some publishers and players, but I'll bet my bottom dollar that the average hobbyist would much rather be listed in one of those Who's Who lists than not be. Also, the hobby is much more fun when people take you seriously in whatever you do; whether it be playing games, publishing zines, or running a hobby service.

Principles of Endgame Play

by Mark Nelson

Over the years there have been numerous articles written on Diplomacy. The most popular areas have been Opening theory and Ratings theory. This is not too surprising, since if you want a good result then you'll need a good start, and once you have achieved a good result you'll want to know how well you compare to other players!

Many articles have been written on how to play the first few seasons. This is an easy part of the game to write about since the set-up position is always the same. Articles on the Midgame are less common; the position is more fluid and articles must concentrate on the general strategy that powers must pursue. These articles are usually less specific in their outlook. Finally, there is the Endgame,



an area that has been overlooked by the majority of writers. There are very few articles on this aspect of the game and those few are predominantly concerned with stalemate lines.

But allow me to digress for a moment. When the World Chess Champion Anatoly Karpov visited the United Kingdom in the 1970s he was asked how British players could improve their game. He asked them what they studied, and they answered "Openings, we all study Openings." His response was along the lines that Openings were good, but if you wanted to win you must study Endgames.

Just as in Diplomacy there are many Chess books on Openings, a few on the Midgame, but very few on the Endgame (only one or two.) You may be able to blitzkrieg to a win in the Opening or Midgame, but the Endgame requires careful play if you are to convert winning positions into wins or inferior positions into draws.

Similarly, in Diplomacy many games are won by powers that blitzkrieg their way to an early win. But in Endgame positions things can get more difficult, and careful play is needed. Endgame positions fall into two types:

1. *Static Positions.* Here alliances are formed into blocs and the objectives are clear. One bloc is moving forward while the other bloc must prevent this movement. This kind of position requires a thorough consideration of stalemate lines. These are the most common Endgame situations.

2. *Fluid Positions.* These positions arise when either there are no blocs and the Endgame is a glorious free-for-all, or when there are

blocs but no stalemate positions are possible due to the fluidity of the game. Whilst these positions are rarer they are more enjoyable to play in and watch because there is commonly no bright line answer, no clear-cut objectives. Of course, such positions can also be hell to play.

The only way to improve your play in the fluid positions is to, well, play in fluid positions. Since it is desirable to play such a position before getting into one in real-life, I offer an example of this type of Endgame situation. The following position arose in a gunboat game that I am currently running. We have just played Fall 1912 and placed the builds/disbands on the board.

1988Nrb32 ("Frigate") Zine: *Silverthorn* Pre-Spring 1913

Germany Units (7) F's Nat,Nth,Den; A's Nwy,Yor,Bre,Bel.
Owns (9) Bel,Den,Swe,Par,Bre,Lon,Lpl,Nwy,Edi.

Italy Units (15) F's Mid, Spa(sc),Lyo,Tun,Ion,Nap; A's
Ven,Tyl,Vie,Bud,Mun,Ber,Kie,Ruh,Mos.
Owns (15) Home,Vie,Bud,Tun,Mar,Spa,Germany,
Rum,Mos,Por,Hol.

Russia Units (2) A's Stp,War.
Owns (2) War,Stp.

Turkey Units (8) F's Adr,Gre,Aeg,Eas; A's Tri,Gal,Ukr,Sev.
Owns (8) Home,Gre,Bul,Ser,Sev,Tri.

This game is relatively fluid, and the objectives are simple. Italy is playing to win whilst the remaining powers are playing to prevent such a win. The question is, can they prevent the win and how do they do it? For you see, there are no stalemate positions which can readily be set up!

In the West the position is fairly clear. Italy hopes to break through the straits which the fleets are queuing up. Once these can break through they should be able to pick up stray German centers, an eventuality the German must prevent to hang on to his existing centers. In the East there is a tactical melee. Sure, Italy can take centers, but so can Turkey and Russia! The issue here is who can take centers at a faster rate and who can position their units to best effort?

This is a gunboat game, with press, so the defending powers are hampered by lack of negotiation. I therefore pose two questions: 1. What is the outcome with best play in the Gunboat game; and 2. What would be the outcome with best play in a regular Diplomacy game?

Please submit your answers in duplicate to David Hood at the DW address by February 20, 1991. The winner will be the one with best discussion of this position as decided by David and myself. The prize will be a four-issue subscription to my own zine *The Mouth of Sauron* and merchandise certificates for mail-order purchase of products from the U.S. distributor of Diplomacy, The Avalon Hill Game Company. A future issue of *Diplomacy World* will contain the winner's analysis, the result of the game, and my own comments.

➤Mark Nelson (21 Cecil Mount, Armley, Leeds, West Riding, LS12 2AP England) publishes the zine *The Mouth of Sauron*.

The Burgess Scoring System Analyzed

By Robert Sacks

Jim Burgess proposed a DipCon Scoring System in *Diplomacy World 60* that has several problems. First let me outline his proposal. There are 100 points available to the winner/draw members, so that a win nets 100 while a 2-way draw nets 50 for each of the two participants. Then you subtract from the share of the 100 points the difference between the supply center count of a given draw member and the count of the smallest member of the draw. Finally, eliminated players get no points while survivors not in a draw receive triple their final supply center count as their score.

The first and fundamental problem is that the scoring system is considered independent of the rest of the tournament system. For example, the rulebook states that draws include all survivors; but we can assume that the tournament system for Burgess' proposal waives that rule. The rulebook also states that draws and concessions must be unanimous, which poses a problem with this system since a power with three centers or less should always insist on being included in the draw. At AtlantiCon the New York Game Board uses the Caruso amendment, which only requires 28 centers (and 80% of the units) to agree to a draw or concession.

The next problem is the treatment of a stalemate as a draw among all participants. It is a draw between the alliances and within each alliance. In the example given (E-17 vs. R-10, T-5, A-2), the score should be E-50 vs. R-16 2/3, T-16 2/3, A-16 2/3 if you don't do the "smallest center count subtraction," or E-50 vs. R-8 2/3, T-13 2/3, A-16 2/3 if you do. The scoring system is sufficiently crooked that England can maximize his score by conceding, thereby obtaining 51 points, and if Austria cannot be eliminated from the draw, which follows from the stalemate, Russia can raise his score to 30 by conceding, with a final score for the "stalemate" being E-51 vs. R-30, T-45, A-50.

For the next problem, we have to consider the possibility of time limits in the tournament system. When the time limit occurs, the game must be adjudicated and scored, so that no player can then insist on continuing to play to eliminate a small power or change the center count. (By the way, under the Burgess system you can sometimes improve your score in a draw by decreasing your supply center count.) To do without time limits is not an answer: the tournament has to end, sometimes the room is scheduled for other uses, players have the right to eat and sleep and play in other games, and no player has any right to hold the other players' hostage past a stated time limit to obtain a result that would be unobtainable otherwise.

The handling of elimination has problems: there is no incentive to continue playing once you determine that you will be eliminated. Since the score is the same if you quit your three-center England in 1901 or fight valiantly until 1904, the system does not measure how well you played (that requires some sort of average, like the NYGB uses or something even more complicated.) This further increases the possibility of ties which some sort of history function would break - I think a player with a win and an elimination in 1908 should beat a player with a win and elimination in 1902, whereas Burgess' system would leave them tied.

Now there are also a host of niggling objections. The system is not constant sum - you can improve your score without hurting other players, and that encourages collusion on one board against the other players in a tournament. (This is an acceptable way to play a game like *Pax Britannica*, though.) The system insufficiently rewards draws in that a 16-center survival scores better than any 3-way draw. Also, under the system if a smaller power increases in size, his score remains the same while the scores of the other draw members improve; if the larger powers in the draw increase in size, their scores decrease. This is absurd.

Finally, the game encourages play of the system instead of play of the game. If c is the number of centers you have, m is the number of centers the smallest draw member has, and n is the number of players in the draw then the score for survival is $3c$ and for the draw is $100/n - (c-m)$. That means that if $c > 25/n + m/4$ or $n > 100/(4c-m)$ or $4c-100/n > m$, you can improve your score by conceding! Some absurd examples: a 17 center position should always concede if not conceded to; a 12 center or better position should concede rather than accept a 3-way draw; a 9 center or better position should concede rather than accept a 4-way draw; etc.

Of course, as you improve your score by conceding, you improve the scores of the other players. Your increase is $4c-100/n-m$; the others $100/n(n-1)$. Therefore, the relative increase is $4c-100/(n-1) - m$. As long as this is positive you can safely concede; if it is negative you need only compare the decrease to the differences in scores from previous games.

>Robert Sacks (4861 Broadway 5-V, New York NY 10034) runs the Diplomacy tournament held in conjunction with the annual AtlantiCon gaming convention in Baltimore, Maryland. He also publishes the postal zine *Hansard*.

Spotlight on: Postal Sports Games

by David Hood

Many of the games played in the "Diplomacy Hobby" have nothing to do with Diplomacy really at all. While most zines we call our own do run Dip and/or its variants, there are a host of other games run as well. Indeed, there are some zines which run these other games exclusively. In an effort to cover our Hobby completely, *DW* will run articles about these other games from time to time.

One of the biggest genres of non-Dip games in our Hobby is the postal sports game. There are many types of such games run by mail, but the following series of articles is a good cross-section of the postal sports sub-hobby. United is the most popular game, run in at least three-four zines here in the US and many more in Europe. Its soccer focus is beginning to catch on in North America, and has also been adapted

to more traditional North American sports like basketball and hockey. The United basketball league is featured in Bill Hunter's article, while the United hockey league is being run by Chuck Lietz in his zine *Blade Wars*. (PO Box 221, Stevenson WA 98648.)

Another popular set of postal sports games is the "fantasy" league, where hobbyists have teams of actual players, using the actual stats of each player to determine the outcome of games. Two of the baseball leagues are spotlighted here, as well as one of the several for American football.

Future installments in this series will include articles on postal elections games and postal railroad games. We'll also profile from time to time games invented by hobbyists and run postally in their own zines.

Postal Baseball League

by John Caruso

Have you ever wondered what it would be like to be the general manager of a baseball franchise, wheel and deal, sign free agents and give your manager the best team money can buy? And then turn the reins over to your manager (again, you) for him to create the lineups and pitching rotations, and attempt to guide the team to the World Series! My baseball league is just such a challenge.

As the general manager, you select a real life team. You will receive 24 real life players from that team. Then the fun begins, for you are not stuck with their real life stats. You may create the stats and abilities for your 24 players. Everything from batting average to bunting ability. After you've created your players, you then get to pay them.



You also may draft minor leaguers for your team and attempt to sign free agents. And if that's not enough, you may attempt to trade with other teams.

Your roster holds 25 players, 10 pitchers and 15 position players. The rest go to your farm system, to be called up when you want to, either by choice or due to injuries. Yes, there will be injuries in this game; as well as rainouts, stadium effects, natural or artificial surfaces, and lefty-righty matchups.

As manager, you decide who plays and who sits. You make or change your pitching rotation. You may also submit orders for things like bunting, stealing, hit and run, relief pitching or anything that happens in real baseball. Since you won't be there when the games are in progress, you may make your orders conditional, and as easy or complex as you like. After all, you're the manager.

The game fee is \$15. For that you will receive the rosters, rules, the schedule and all the final scores and standings. (If you want the box scores for your games, it'll cost an additional \$5.) You will also receive (every other turn) the league leaders listing and a composite of your current team stats. The \$15 fee also covers the Playoffs and World Series, for which you'll also receive box scores.

For the first season, I used the MicroLeague II baseball game. It worked OK, but I had a lot of work keeping stats and up on changes. For the second year, I'm planning to use a new program, the Strat-O-Matic version II computer game, which, at least from the write-up, should fill all the trouble spots I've faced. Things should run smoother on this end, at least with the record keeping.

First year teams use the stats you create for them. However, every successive year's team will use the previous

seasons' generated numbers as a basis. This makes it important to know the generated stats as well as the current stats, especially for trade purposes.

The first league I ran went with 8 teams. My second, which is about to start, is shooting for all 26 teams and a 162 game schedule. At the present time, I only have the Astros, Padres, Brewers, Blue Jays, Twins, Rangers and either the Phillies (first year team) or the Reds (second year team) available. If anyone is interested, you should contact me ASAP with a preference list for the team you'd like to play.

>John Caruso (636 Astor Street, Norristown PA 19401) serves as Registrar of Projects for the New York Game Board.

Rotisserie League

by Mickey Preston

My Metropolitan Blues All-Star Baseball League uses the standard outline for Rotisserie leagues. It is a pure National League set-up, with a 23-man roster. We use nine pitchers; six outfielders; two catchers; a first base/third base/corner infielder group; and a second base/shortstop/middle infielder group.

Scoring is divided into two major areas: hitting and pitching. The categories in hitting are Team Batting Average, Team RBIs, Team Home Runs, and Team Stolen Bases. Pitching categories are Team ERA, Team Wins, Team Saves, and a Team W.H.I.P. (which is Walks + Hits divided by innings pitched.) You receive one point for being best in each category, two for being second, etc.

Trading between players is also possible and encouraged. The standings are mailed to each player in the Rotisserie league on a bi-weekly basis.

The league will be run in Tom Nash's zine *Been There, Done That* (202 Settlers Rd, St Simons Island GA 31522.) If we can get eight or more people signed up we'll play with both major leagues, but if not then we'll stick with the National League only. If you are interested in playing send a draft list to 1108 Tates Creek Road, Lexington KY 40502 by March 1, 1991. The list should list all available players in each major league in order of preference for the following categories: First Base (1), Third Base (1), Corner Infielder (1), Second Base (1), Shortstop (1), Middle Infielder (1), Outfielder (6), and Pitcher (10).

United Basketball

by Bill Hunter

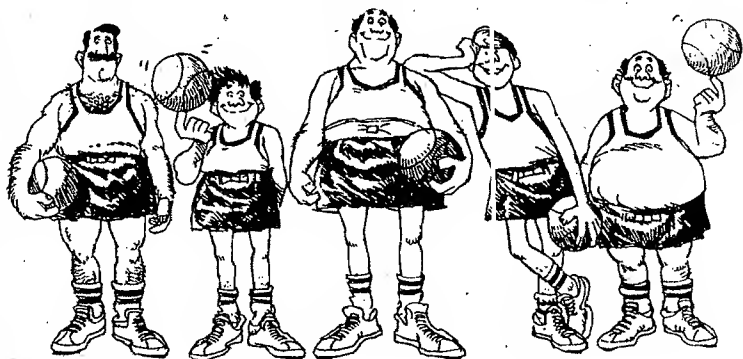
Most of you have played or seen a variant of Diplomacy. Maybe, you have seen a United zine before. United is where

people make up a fictitious soccer team. They compete not only on the playing field but as managers of a franchise. They must create a team that will win the championship.

United started in England where, as most people know, soccer is the national sport. The big problem with United is that the national sport in America is not soccer. People aren't as interested in soccer as they are in other sports. The demand for United was small. Its following grew to four soccer zines, each with its interpolation of the original rules. The first variant to United came in the form of a hockey zine, and it soon developed its own identity as a totally different game.

Now comes a totally different postal sports game: the United Basketball League. The UBL has surfaced in a zine called *Hoopla*. In United basketball you are owner, general manager and coach of a professional basketball team. You make the trades, draft players and make out your line up for each game. You compete on the court as well as in the front office.

Here is a brief description of the rules. You create a team



by making players. Each player has an offensive rating (1 to 20) and a defensive rating (1 to 15). There are three types of players: guards, forwards and centers. There are five positions on the court: point guard (1), shooting guard (2), small forward (3), power forward (4) and center (5). For each game a manager lists a line up to be compared to the opposing team.

You determine shots by comparing the offensive rating of a player to the defensive rating of the opposition player at that position. Each position has an extra ability: point guards make assists, shooting guards shoot three point shots, forwards get rebounds and centers block shots. All of these things combine to give you the number of shots per quarter. You then shot and score points. The team with the most points wins. Simple, right?

The UBL is different from United soccer in many ways. One of the most important differences is you make up a line up for each quarter instead of each game (with four quarters making a game.) Another major difference is the head to

head competition of players instead of within areas of the field. Players in United basketball have more of an identity than in United soccer. In United soccer you can have three or four players that are exactly the same, but with offensive and defensive ratings plus age a lot of your players in the UBL will be unique. With the addition of new rules in following seasons, United basketball will grow to be a very fun and challenging hobby.

The rules are easy to learn and include many different facets to run a good organization. You must keep your finances in good shape to be able to draft college players, pick up free agents and pay your coaches. You can make trades to improve your team. You coach the players you want. All the options are in front of you.

Hoopla runs on 4 to 5 week deadlines and continues all year around. If you have any questions or you are interested in United basketball, please write me and I'll send you a copy of the rules. You can also standby, which means you can get an existing team if a manager quits.

>Bill Hunter (4323-F Walker Rd, Charlotte NC 28211) runs the United Basketball zine *Hoopla*.

United Soccer

by Michael Lowrey

There's a lot to be found in a "Diplomacy zine" besides Diplomacy. Aside from lettercolumns, articles and other chat, a broad variety of non-Dip games are found in the modern Diplomacy zine. Some of these are familiar to us all (monopoly, scrabble) while many others are generally played only postally, including a number of sports simulations. The best known and most played postal sports simulation in the Hobby is United, a soccer simulation developed in Great Britain by Alan Parr. For Parr's work he has been voted the Les Pimmley Award for hobby service.

The basis of United is to compare the strengths of players in a particular area of the field versus that of the opposing team. There are three areas: defense, mid-field and attack. The forwards (or strikers) of team A are compared to the defense of team B. If A is stronger, a shot gets off for each difference in level between the teams, if B is equally strong or stronger, no shots results. The same is done midfield versus midfield and defense versus forward are then, though the shots per level advantage are reduced to 1/2 and 1/4 respectively. The identical procedure is then followed for team B. Shots are then tested versus the goalie and a sweeper (if used). Shots which get by the keeper are goals. And, of course, the team with the most goals wins.

Though may sound simple, there's more to it than you'd first think. Aside from goalies and sweepers, players are not restricted as to what position they can play. You need to have



only two players in each in the defense, midfield and forward and make sure that no of these three areas is more than three times as strong as any other area. For a small proficiency penalty you can play, say, a defender in the midfield or at forward; this disadvantage even disappears if a player is used at the new position long. By changing where you position your players, you can create very different line-ups against different opponents.

In addition, there are a number of special tactics you can use, such as blanket defenses, long balls, offsides traps as well as use of the home field advantage. You can play rough; increasing the risk of injury, send offs and penalty kicks but playing at a higher skill level. You can buy and sell players on the open market. You also pick whether to coach the hot spot rookie prospect or the veteran standout and whether to trade with other teams. And of course, you have to balance your team's books.

That said, no two United leagues are the same. Though the rules of each zine follows this general pattern, the specifics vary between zines, giving each league a particular feel. For example, some zines have largely abolished the financial aspect of running your club while others make this the center point of their league. Some zines allow tactical options from an offsides trap, long ball down to determining the length of the grass, others offer fewer options but make up for it in their own, unique, way.

If United strikes your fancy, there's a lot to choose from. The American United Hobby is somewhat limited; currently only four zines exist (*Angst United*, *Pilot Light* and *Disease City*; the fourth, *Mad Dog*, was last seen over the summer) plus leagues of United adopted to basketball (*Hoopla*) and hockey (*Blade Wars*). Given that soccer, er, football is the sport in Europe, it should come as little surprise that United leagues are much more common on the Eastern side of the big pond. For the internationally minded American, such large, general interest zines as *Lepanto 4-Ever*, and *Dipsomanie* run United. In addition, there are numerous zines which specialize in United only, including over a dozen in Germany alone.

>Michael Lowrey (3241G Walnut Creek Pkwy, Raleigh NC 27606) publishes *Carolina Command & Commentary*.

Gonzo Football

by Bruce Linsey

If you're a red-blooded American football fanatic, you've probably dreamed of building and owning your own championship football team. In Gonzo Football, you'll have the chance to do exactly that - right in the comfort of your own home.

As a Gonzo Football League team owner, you will start by drafting a team consisting of real NFL players. You trade with other GFL owners and decide which players will start. You call the plays, and you coach your team - if you can - to victory in the coveted Gonzo Bowl! Don't get too cocky, though, because each of the other owners in your league is a football genius too - or so they think. Can you outcoach and outplay them all?

Gonzo Football is played by mail. During the football season, you submit your lineup and play mix each week to the Commissioner. The scores of the games are based on how well your starting players actually perform in their NFL games that weekend. Game results and league standings are mailed to you on a weekly basis. If your team wins enough games, you'll have a shot at the Gonzo Bowl Championship.

The League keeps busy during the off-season, too. You'll keep your team from one year to the next. One of the high points of the year is the GFL draft, which takes place shortly after the NFL draft. You compete with the other owners to acquire the best rookies - or available veterans - to keep your team strong.

Care to give it a try? A new league is being organized now, and you are invited. For information, write the Commissioner Bruce Linsey at PO Box 1334, Albany NY 12201.

Try Postal Monopoly!

by Chris Carrier

Monopoly is not a game that comes to mind when people think of multiplayer diplomatic negotiation games. This is regrettable, but not surprising; the number of players in a Monopoly game start is usually far fewer than in a Diplomacy game start, the number of negotiating partners are limited.

But in Monopoly, negotiation partners are essential to victory. Consider the rules of the game: one wins by building houses and finally a hotel on lots of land bought from the bank or obtained via transactions with other players. The key rule and to the game is that building cannot commence, and game ending rents cannot be collected, until all members of a color group are owned by the same player.

The chance that any one player in a game of four or more players will be able to obtain even one color group from the bank is quite low; it can be easily calculated as $1/N$ raised to the power of X , where N is the number of players and X the number of lots in the color group. Leaving out the Utilities, where rent cannot be raised past \$200 and the Dark Purples (Mediterranean and Baltic) where hotel rents are only \$250 and \$450, sums small enough that they can be regained in a couple of turns around the board, leaves us with six color groups of three lots and one of two lots (Park Place and Boardwalk). In a four player game, the chance that any given three lot color group will go to any one player is only $1/(4*4*4)$ or $1/64$ th while the chance that Park Place and Boardwalk will be owned by the same player is 1 in 16.

In fact the combined chance that any of the seven color groups that could end the game will wind up in the hands of any one player is only 13.35%, and the chance that none of the four will be able to buy a color group from the bank is 56.3% — better than even. In a five player game, the chance that no

one player will be able to buy a color group is 66.7% — slightly more than two in three — and in a six player game, 73.5%.

This provides endless opportunities for negotiation. Should one give away Vermont and Oriental in return for North Carolina when one already has Pacific, a third party has Pennsylvania and the bank owns Connecticut? Should one ever sell property for cash? Should you trade Ventnor and Marvin Gardens to someone who owns Atlantic in return for your getting States and Virginia when you own St. Charles (It will cost the Yellow developer 1.5 times what it will cost you to develop your Purple Color Group, but then again, the rents will be higher.) Alternatively, keep promising people part — but not all — of what they need to build a Color Group, and make sure they never get it together — if you own St. Charles and New York, A owns St. James, B owns Illinois and Pennsylvania and C owns Kentucky, Virginia, Pacific and Indiana, the logical deal with B for Illinois, not with C to get two of three — because if B gets together with C, C could wind up holding all three in a color group.

And if you don't negotiate, others will be able to build a color group and force you out, so the idea is diplomacy in the raw; get the needed resources before the other player does. Have fun.

>Chris Carrier (1317 O Street 3, Sacramento CA 95814) publishes the zine *Megadiplomacy*. There are presently games of postal Monopoly running in Mark Lew's zine *benzene* (1717 Bay Street, Alameda CA 94501) and soon to be running in Pete Gaughan's zine *Perelandra* (1521 S Novato Blvd #46, Novato CA 94947.)

The Inaugural DW Letter Column

This letter column will focus exclusively on *Diplomacy World* itself, so write in with your comments on the layout, articles, price or whatever topic about the zine that interests you. Submissions will be grouped by topic for stylistic purposes. The editor will make comments only when asked specific questions by a reader or when some objective fact must be clarified. Hopefully this will encourage free and open debate without the editor always getting the last word. So, on with the first installment:

Layout and Graphics

(John Caruso, 636 Astor St, Norristown PA 19401): I liked the format, layout and graphics. It looks like a commercial product. It feels like recycled newspaper product. Is it? I'm not sure about the paper quality - but I suspect that's part of the reduced cost. I'd say keep it for now. After all, it does make it different from all other *Dipdom* publications. Size of print is also excellent, except for the Phil Reynolds article. My advice is to keep all printed articles in the same size lettering.

Editor: The paper is just regular newsprint, which means it may or may not have been recycled.

Jack McHugh (280 Sanford Rd, Upper Darby PA 19082): What I liked was the format and layout. Both were very professional looking and a surprise, since given the decrease in price I expected you to downsize the zine.

Steve Nozik (19 Adams Place, Delmar NY 12054): Your first issue was very impressive, and in my opinion represents a great improvement in the format, style and professionalism of *Diplomacy World*.

Jeff Taylor (8502 16th St Apt 217, Silver Spring MD 20910): The most important thing is that the damn thing is legible. If only everyone had a laser printer.

Lee Kendter, Jr. (376A Willowbrook Dr, Jeffersonville PA 19403): The newsprint is not a good paper for *DW*. It is not durable when sent through the mails.

Editor: Lee's concern was shared by several other hobbyists writing in other zines, including Cal White, Fred Davis, and Ron Cameron. Some also suggested that the newsprint would disintegrate when stored and thus *DW* would be difficult to archive.

Michael Alterio (811 Bird Avenue 2R, Buffalo NY 14209): I'm an editor and have a lot of experience with desktop publishing; I currently work as an advertising designer at a newspaper while finishing grad school. I say this not to toot my own horn, but because I am very impressed with the professional look of your zine. Aside from a few typos and the layout of the *Fog of War* variant, I found the quality of the copy and the production to be excellent.

Fred Chang (822 N Sycamore Ave, Los Angeles CA 90038): At 32 I am hardly a senior citizen, yet I really liked the readable type size and the sleek new format. It's such a relief to have a legible table of contents as well. If I could suggest anything, it would be to have at least one graphic per two-page spread, more *USA Today*-like.

Costs

John Caruso: Cost still seems high for what is included. After all, your postage isn't even one fourth of the charged price, while with most *Dipdom* pubs postage is usually half or more of the subscription price.

Eric Klien Interview

Lee Kendter, Jr. : During the interview with Eric Klien in issue 60, he stated he felt PBM would eventually be replaced solely with email games. I would like to voice the opposite opinion. I am also a computer programmer, and own a home computer so I cannot be accused of being an anti-computer person. While email may occupy a large percentage of games someday, they will never be all. I don't feel this would happen for several reasons:

1) Computers. There are a lot of people who don't own them. Many people either don't feel they are worth the cost, the bother, or cannot afford them. Prices will continue to drop in the future, but they will stay a significant investment. Whatever the reason, not all of the people will own computers, and this alone will keep PBM alive.

2) Speed. Games with one week or less turnaround would be nice, but many people couldn't keep up with the pace. Something as simple as a one week vacation would cause an NMR. There are times when *Diplomacy* games have to wait two or three days before I can get to them. I know people who do most of their *Diplomacy* on the weekend. Anyone falling in the above categories would not be able to keep up with the pace.

3) Ignoring the cost of computers, it could still be

more expensive to play email. If you have toll-free access to a network and a no charge service, it is no big deal. Should you have to pay either of these charges, you could find either your phone bill quite high and/or a large bill from the computer service. Unless you are single and live alone, you would probably also have to pay the cost of a second phone line.

Jeff Taylor: The only thing that could possibly keep PBEM from becoming the dominant form of Dip is cost. Funny you didn't ask him about that. Time is, of course, money so if you want a quicker turnaround you will probably have to pay for it. Then again, if you have already invested several thou in hardware (or you are a perpetual grad student) then big deal. Cost aside, Email will open up the hobby to a whole new type of player, people who didn't come to the game via hexboards and such. Who knows what that will mean in a couple of years?

Kevin Brown (1112 Cobb St, Augusta GA 30904): I liked the DW interview, makes me wish I had a modem. Maybe you should interview a United publisher, since it looks like that's how you're getting at hobby "offshoots" (or as many people would call them, "subhobbies.") I'm sure Dan Stafford or James Goode would be willing.

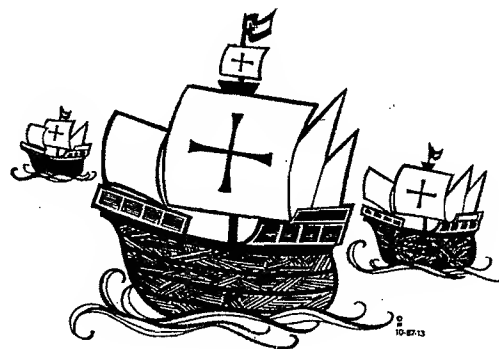
Jack McHugh: I disagreed with your choice for an interview. Eric Klien? The guy is too arrogant and bad mouths the PBM hobby every chance he gets. I'm not sure Robert Sacks would be a good interview either, for example, although I like Robert personally and love his cons. As to Klien's importance, I think you overestimate it. Usenet is a relatively small network in terms of the hobby since it is mostly limited to mainframe computers at large companies and universities. Anyone can buy a PC and modem and spend \$30 to get an intro into Compuserve, but who can afford to enroll at a large university or buy a large company to get a Usenet? Klien never mentions this does he?

By the way, there was a discussion about Eric Klien on Compuserve. Some people, notably Jeff McKee and Vince Leamons, were upset with Klien because they felt he was bad mouthing Compuserve and its zines - *The Armchair Diplomat* (regular Dip) and *The Ecclectic Diplomat* (variants). Eric Brosius defended Klien not by agreeing with him but by saying the others were overreacting. I thought Klien really screwed the PBM hobby rather than PBEM. I specifically attacked the term "snail diplomacy" and his contemptuous, condescending tone to the PBM hobby.

Berch's Lisbon Leapfrog Article

Iain Bowen (5 Wigginton Terrace, YORK, N Yorkshire,

England YO3 7JD): The Lisbon Leapfrog is a minor facet of the Vinyard opening (Par-Gas, Mar-Bur, Bre-Mao) which enjoyed a flurry of openings and articles in the mid 80's over here. The idea was similar, that a pre-arranged standoff in



Bur with the German player could give France two builds and a very useful F Mao.

Burgess' Game on the Edge of Forever Article

Chris Carrier (1317 O Street 3, Sacramento CA 95814): I enjoyed the first DW of your reign, especially Jim Burgess' article of the game on the edge of forever, that ran to 1930. I would be interested to know who long that game ran in Real World time? I do remember hearing (though this would not count) of someone playing 1 player against 6 computer positions on the Avalon Hill computer program who stopped playing in the year 2002 as the game was still indecisive! Yes, 102 years. This just goes to show that computers cannot yet play Dip.

Jack McHugh: What I am not sure about are replays. I have never been a big fan of them, and don't even like them in *The General*. However, Jim-Bob did a good job with his writeup. I just hope your can maintain those high standards.

Iain Bowen: I think that 1982CH is the longest game, but only just! A very early British game went to 1929 with original players, and I GMed the tail end of 1982DP which went to 1921 with all original players. Also, 1985GJ is past 1925 with four players still going at it.

Hopcroft's Diplomacy Metaphysics Article

Chris Carrier: I also liked Michael Hopcroft's article about Diplomacy Metaphysics. It reminds me somewhat of my

own fiction for *MegaDiplomat*, where everyone in the hobby has a nation full of people like himself. When one thinks of it, life in a Dip gameboard fighting "enemies who were once friends" reminds us of the endless alignment shifts in Orwell's 1984.

Fog of War Variant

Pete Fuchs (9015 Walking Stick Trail, Raleigh NC 27615): Has Fog of War Diplomacy ever been playtested? What did the participants think of it?

Editor: I know the game has been played more than once in Phil Reynold's *Dipadeedoodah* (2896 Oak St, Sarasota FL 34237) as well as some other places. Get in touch with Phil for details.

Burgess' DipCon Scoring System Article

Pete Fuchs: Jim Burgess' DipCon scoring system looks fine to me. But it is not like the PBM games are rated so in a sense is a slight variant. I think tournaments and PBM games should be rated the same way.

Jeff Taylor: The speed element is relevant when it comes to Jim Burgess' scoring system. All systems are lacking in some way, but at least Burgess' goals are on target for tournament play. It seems the correct idea should be to get as many games as possible to come to their "natural" conclusion. It is hard to describe, but I think you know what I mean. Yet time constraints are often the biggest problem in achieving a natural outcome at Cons. That is why I don't think it is possible to try to reward people for playing as many games as they can. Some games just take longer than others, so it seems arbitrary to penalize someone caught up with six slow players.

Still, to arrive at satisfactory outcomes play must be sped up. This calls for iron-clad time limits and bare-bones ones at that. For example, in the latter stages of a game I see no reason to take more than 15 minutes to gab, write, and submit orders. We all know the types who negotiate furiously, then spend half an hour deciding how to move two units. There should be an orders box, and if you are not in on time then NMR! Moves should be adjudicated quickly and succinctly with as little extraneous comment as possible. Think of the timekeeping system used in chess as a model. Granted this puts lots of pressure on the GM and might take some of the enjoyment out of the job. But I think the first job of the GM is to run a game that allows the players to push their skills to the limit. Like Burgess says, "It's time to get

serious about the idea of a national champion."

Kevin Brown: I want to submit the world's dumbest scoring system: For each game, award 1 point for the win, 0 for draws, losses and survivals. Whoever has the most points at the end of the tournament wins. Ties are broken by largest total center count in all games. This system rewards people that play many games, and play them to win.

Ratings Lists

Pete Fuchs: Nice to see the Dragonstooth player rankings appear again. Some omissions include Robert Acheson, David Lincoln, and several of my games. Did whoever compile it get all the records from Stephen Wilcox's *Dragon's Lair*? The explanation of the IDTR rating system didn't say whether all tournaments counted or only those considered "international" by some criteria.

Editor: Acheson was not in the top 100, and Lincoln is inactive. There may have been some games to slip through the cracks since I have been unable to get Wilcox to send me anything. Also, no 1990 game finishes have been reported yet by the BNC! The International Diplomacy Tournament Ratings system combines all tournaments domestic and international that have been "sanctioned" by the IDTR (i.e. it is established and its organizers agree to send Don Del Grande the results.)

Jack McHugh: Could we limit the ratings list to one large and one small one per issue? Personally, while I'm sure it is an ego boost to those at the top of such lists and nice if you know them, I'm sure that a lot of novices would find them boring. Same goes for the rating system stuff. Look, I'm interested in ratings systems, but could we keep the discussion to a tolerable level? I think that given the price and frequency you would do better to stay away from these issues and more toward general issues.

Hobby News

Fred Chang: I would like a corner for novices (like the back page) but maybe written for the real first-timer who might be overwhelmed, rather like the third paragraph of your intro. The least interesting part for me (and I speak for myself only) was all the Hobby News.

Michael Alterio: I read with great interest, chagrin, and guilt the article on AtlantiCon's Replacement Controversy. I played England on Board Two, Round Two at AtlantiCon,

so I was the source of the uproar. I certainly did not intend to ruin the game for anyone! I left the game for reasons that seemed valid to me at the time (my ride back to New York was waiting, and my position seemed hopeless facing a determined FRG alliance.) In my own defense, I must say that it was three fourths of the way through 1902 that I resigned, not at the end of 1901. However, to leave any surviving position unfinished is inexcusable at a tourney - I was a poor gamer and poor sport. I am confused about the controversy though: my memory may be failing, but I don't recall leaving perpetual orders to hold or do anything else for that matter. In fact, I thought Robert Sacks had found a replacement player for me. In any event, I am sorry to have caused such trouble.

Iain Bowen: I'm seething over the Baltimore Declaration. It is so arrogant, so high-handed and so typical of the US hobby politics bloc. However, I must declare an interest in that I am a member of the ManorCon Committee, helped organize World DipCon I and am all in favor of holding World DipCon IV in Birmingham. (I do speak only for myself here, though, not ManorCon.) You could say that it was the sense of World DipCon that there be a Charter. This is rubbish since the meeting held at DixieCon made internationals feel unwelcome. Whilst I am opposed to a charter for World DipCon on a philosophical level, I pragmatically realize that with certain hobby factions it would be impossible to arrange a consensus agreement that would last. Therefore, unfortunately, a charter should be drawn up. It should be drawn up by an international committee based on the people who ran WDC I, WDC II and are going to run WDC III as these people have a grip on what WDC is about.

Looking at the Baltimore Resolution itself, I must point out that WDC belongs currently to its founders, Manorcon in the UK. The World DipCon Charter can only be binding if there is general worldwide hobby agreement, not a vote at WDC III. Having a site selection process depending on the process in the host country may be fair, but it could mean holding WDC at a large convention, which is a stupid idea. The essence of WDC is to encourage the international hobby and its links, and you don't get this by playing a couple of games of Diplomacy with people without more social interaction. If WDC were submerged in a bigger Con many people would not attend, others would get lost in the outer convention, and generally WDC would be ruined. No to WDC with GenCon, Gamesday, Essen Games Fair, or Origins.

The upshot of all this is that whilst we have a nominal WDC committee it is not representative, not elected, and has no mandate to do anything. If we have to have a charter instead of behaving like adults then let us do it properly and not have a tin-pot committee. Ignore Balti-

more now. Let us set WDC on the right footing from the start.

The Zine in General

John Caruso: Overall the direction you are taking *DW* seems to be the correct one. You seem to be bringing a shot of new vigor to an old and stale endeavor. Anyone should be proud to be a part of the new *DW* family. Similarly, people should be proud to get and read the new zine. Keep up the excellent work.

Bob Hartwig (6612 W 113th Ave, Westminster CO 80020): Could you list addresses for the Boardman and Miller Number Custodians? They should probably be notified about the orphans I am running in my new zine *Orphanson*.



Mark Berch: *DW* #60 has finally arrived. It was a good start. However, it was somewhat overloaded with Con and rating material and a little bland.

Conrad von Metzke (4374 Donald Ave, San Diego CA 92117): Okay, I confess; you have impressed me. That's damned hard to do in the Dip world these days, but *DW* 60 was a gem and deserves quite a few confessions such as mine. I hope it prospers; if I have any say in the matter it will.

Eric Brosius (41 Hayward St, Milford MA 01757): Here is a space filler: Diplomacy Player Jesse James, when asked why he always attacks big countries: "Because they're the ones with all the supply centers!"

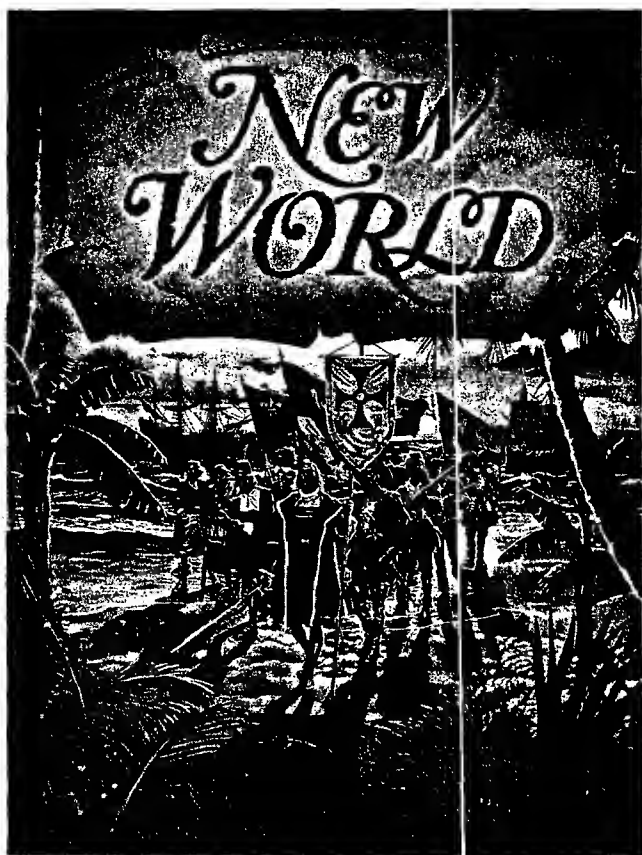
Larry Botimer (1900 SW Campus Dr #38-104, Federal Way WA 98023): Regardless of my opinion of you as a hobby participant I must admit that I like what you've done with the zine. It's a nice format with a reasonable mix, and despite its reflection of your hobby biases it's a definite improvement.

Commemorating America's 500th Anniversary!

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Dangerous Assumptions

by Mark Berch

Nobody likes game delays. And nobody likes an unfair game situation. But what happens when these two come into conflict? One of the continuing dilemmas in GMing practice is when to delay a game on account of GMing error.

The house rules (HRs) of *Excelsior* were recently printed in issue #37 of that magazine, and provide an excellent example of the issue of GMing error. I do not mean to pick on publisher Bruce McIntyre in any way. His HRs are extraordinarily complete. And this particular situation is described with such great clarity in his HRs that it makes it easy to write about. Moreover, his position is probably that of the majority of GMs, or at least in the mainstream. But I disagree with his approach nonetheless.

Bruce begins with a general rule: "No GM error is sufficient to extend a deadline of the opinion of the GM is that the players could figure out the actual position..." He then admirably illustrates his rule with an example: "Spring 1901, Turkey F Ank-Bla, Russia F Sev-Bla (neither underlined)." He mentions that maps and boldfacing are just "cosmetic extras", and that the "printed orders take precedence." He says, "Players should mention the contradiction of one of these units was listed in boldface or on the map as being in the Black Sea, but they should assume that it was a standoff." But assumptions are dangerous things in Diplomacy, because sometimes they are wrong.

There is no doubt that the GM has made an error, but there is room for doubt as to what that error is. The most likely possibility is that the GM has made two underlining errors (which are errors in transcription rather than in adjudication) with respect to both the Turkish and Russian fleets. Unfortunately, in the real world, the most likely explanation is not always the truth.

The Turkish move may be entirely correct and have actually succeeded. The Russian may have ordered F Sev-Rum, and the GM mistyped it as F Sev-Bla. That would be one transcription error rather than two, but gives a very different board situation! And the GM might not hear about this for a while. If other players are making the assumption that the GM tells them to make, they will be in no great hurry to mention this to the GM. The Russian player, assuming he kept a copy of his orders, knows the true situation. However, he might not at least initially even notice the foul-up. Looking anxiously at the Austrian orders, he sees no "A Bud-Rum" so he thinks his move has succeeded by inference. More sinisterly, even if he notices the mistake right away, he may bide his time. He who has a monopoly on the truth may be in no big hurry to have that monopoly dissolved. It may be in his interest to let others make their diplomatic arrangements based on incorrect assumptions about the gameboard.

This is a point that GMs often overlook. When an error such as this occurs, a player may not only be unable to submit orders, he may be unable to conduct his Diplomacy. In this case, suppose the Austrian player had made a deal with Russia that there would be F Sev-Bla. Perhaps Germany has been pressing Austria for an early attack on Russia. If Austria has been prudent enough to make no assumptions about what really happened, what can he do? Should he treat Russia as a friend who kept his word and did order to the Black Sea, or as an enemy who did not (and will also be under Turkey's thumb given his successful move to Bla)? Until he can sort this out, how can he tell what to write to Germany and Russia?

Sometimes, GMs will counsel that the player send in conditional orders - one for situation A and a second set for situation B. Do not think that this automatically solves your problems. Make sure that your diplomacy is not being guided by an assumption as to what the true state of affairs is.

My advice to players is not to make any assumptions even in the most straightforward of situations. Instead, look at the setup and ask yourself: Are there any other plausible scenarios which might also explain what the GM has done? For example, in this case, it could also be that Russia did indeed go to Black Sea while the true Turkish orders included F Ank-Con. Or it may be that one of the players miswrote his orders. If Russia actually wrote, "F Bla-Sev" then the GM might have correctly done the Turkish orders; but, by force of habit, typed the Russian orders in the "conventional" form of F Sev-Bla. If any of these possibilities would have a significant impact on your diplomacy do not hesitate to write the GM and ask for a clarification *and* a delay of game (if you feel you need the extra time.) The fact that everyone else made the usual assumptions, or did not care where things stood, should not deprive you of your right to have the game delayed. Indeed, even if the HRs say that there will be no delay and the "likely" explanation is correct after all, ask for the extra time anyway if you need it.

The situation becomes trickier if you decide that the obvious explanation is not correct. Then you may decide whether the error should go unnoticed on the theory that its existence will harm others more than you. You have to judge each situation individually.

But what you do not have to do is make an assumption that the probable state of affairs is the truth.

Author's Note: This is intended to be the first of an occasional series on GM errors, focusing on what a player can do when faced with such a situation.

➤ Mark Berch (11713 Stonington Place, Silver Spring MD 20902) publishes *Diplomacy Digest*.

So, You Wanna Start a Zine?

by Bob Greier

Intelligence not your strong suit? You like to lick a kazillion mint flavored stamps? You need long hours at your typer? Hell, who doesn't?

How to start a zine? Damn good question, and I'm only the millionth person to try and tell you how. There are already some good packets available concerning the beginnings of a Diplomacy magazine, so I do not pretend to be knowledgeable enough to convey that information in this article. I strongly suggest that you purchase one of these packets as they are truly a help. (Try *Once Upon A Deadline*, available from Bruce Linsey at PO Box 1334, Albany NY 12201.) But I think I can add some valuable information, and help you understand what you are getting in to.

Start Small. Remember Bruce Geryk, the flash-in-the-zan publisher of *Blunt Instruments*. He came out big time, filled sheets and sheets of paper with subbers, and then magically folded a couple of issues later. Bruce was a victim of quick burnout; he'd accomplished the goals he set out for his zine. Not having formulated any more, he decided to get out.

This is not an isolated example. Many large magazines come into the hobby and really strike it big, running long lettercols and mega games. But with few exceptions these zines are short-lived. After subbers started to respond to the publisher's first burst of energy, the pubber suddenly found him or herself drowned in an avalanche of games to adjudicate, lots of articles to type, a deadline they imposed to be met. Suddenly the fun of being a publisher wears off, and the praise received in the hobby can only push you so far.



I suggest a much smaller approach. Our society brings forth the notion that big is always better, and in most realms that may be an accurate assessment. But in the Dip hobby I'm not sure we all truly want that, nor could we handle it.

What does starting small mean? A twenty person sub list with two games running is a perfect way to get your feet wet. It doesn't cost near as much to produce a quality zine for twenty people as it would cost you to go to fifty people. It will also allow you to have those pages you've been thinking about, pages to do your thing. That is something I find that the big boys tend to lose, those pages where the editor just goes off the cuff.

An example of the joys of being small would go like this. If you are running three games, have a letter column that normally takes a page or two, and some space for maps you're talking maybe six pages per issue. Throw in the two you'll be using for your stuff and you have a printable number. Now mail this to twenty people charging sixty cents per issue, and you have a break-even magazine where you're doing your thing and the subbers are happy to be involved in.

Now take the other extreme. Let's say fifty subbers. Now you are talking five or six games to keep them all involved, four pages for a letter column, and two pages for your thing. That's a twelve page issue, which will cost you about eighty cents to break even, only with more work. Or more fun, however you feel about it. But what if you decide to do a big issue, or get an abundance of subber stuff? Whatever you lose per copy you'll have to multiply by fifty, and don't forget that at twenty pages the mailing costs forty-five cents per copy. If you decide to reduce page count to cut costs, your own personal stuff will usually be the first to go. That's the stuff you wanted to do in the first place.

Zine Strength. Your zine will dictate the amount of subbers you get. Make it an extension of yourself, something that you don't mind spending some time with, and you'll find that the work can be more rewarding. You'll also find a group of subbers who enjoy you, and therefore your efforts. If you're a picky person who dots all his i's and crosses all his t's, make your zine like that. If you're a slob like me who doesn't spend endless hours proofreading, then make your zine reflect that. This hobby contains many different personalities, some who are quite like you. These subbers will provide the backbone of your sublist, and give the zine its strength.

Great Expectations. Come on Pip, don't you think your zine will be the greatest of all time? Subbers will flock from every corner of the Earth to get the cash to you, and will send great letters and articles for your magazine. Every issue will flow from your fingertips like a clear mountain spring in the

summer...

Yeah, right. My first couple of issues netted me quite a few articles and letters from my subbers. Heck, I figured I was off to the races. But there comes a point when stuff stops coming in as regularly, or as well. Be prepared to work on this. Subbers are funny creatures, with a personality all their own. You must be ready for the boring issues, the warehouse issues that will come in at points. Every issue will not be a great issue, no matter how hard you try!

The Games. Face it, people in this hobby for the most part want to play Diplomacy. They join your zine to play the game, and most anything else you do will be secondary. So run your games well. Make them the focal part of your zine, treat them with respect. They and their deadlines are priority number one. Get them and the zine out as soon after the deadline as possible. Don't hold them back a couple of weeks while you finish your typing for other aspects of the zine. Hey, there will be another issue to put that stuff in, won't there?

Subbers. My zine is a very personal zine, and I feel like I know most of my subbers and consider them friends. I treat them with respect. And I think most of them hang around because they consider me their friend. They are not just a few lines on a page. You need them, and that is in effect why you

started this thing in the first place.

If you have a small zine, and a small gathering, the odds are good that they'll be a group that has chosen your magazine because it is yours. It can be a very friendly relationship, and you'll feel as though you are writing to individuals rather than a subber list per se. And likewise, your subbers may tend to be alike, seeing as how they all enjoy your certain personality. Some big zines establish this, like *Kathy's Korner*, but I'm sure Kathy Caruso took many issues to establish a group of people who enjoy her zine. You'll not have this when you first start out. You'll need a subber base, a base that is there because they enjoy your work.

So, my main advice to would-be pubbers is to get in touch with why you want to publish. If you're getting into this racket to have a little fun, play a little Diplomacy, and make friends then being small may just be the ticket for you. You can always expand when the subbers' checks demand it, or when you have the money and time to do it. But I promote being a small, intimate zine and not being ashamed of it. Bigger is not always better.

>Bob Greier (35171 Gromley Rd, Salem OH 44460) just ceased publication of *Ohio Acres* after five years and 41 issues.

New Blood

Here is a list of people relatively new to the Hobby. You publishers send these people some samples!

Doug Smith, 1717 Bay St, Alameda CA 94501
Keith Guercio, 5312 Great Wagon Rd, Charlotte NC 28215
Buzz Eddy, 7500 212th St SW Suite 205, Edmonds WA 98020
Joel Klein, 326 N. Cuyler, Oak Park IL 60302
Timothy Brown, 1151 Wells St #1, Lake Geneva WI 53147
Brian Donnelly, 1560 S. Newark St, Phelps NY 14532
Mike Gorman, 4508 Yarmouth Ct, Virginia Beach VA 23455
Paul German, 22 Fox Hill, Irvine CA 92714
Kevin Turner, 311-A Alta St, Grass Valley CA 95945
Craig Williams, 4224 SE ByBee Blvd, Portland OR 97206
Don Croyle, 317 Edgewood, Ft Wayne IN 46805
Lance Ottman, PO Box 125, Blue River WI 53518
Ian Kealr, 3963 Oakwood St, Victoria B.C. V8N 3N9
John Torrey, 702 Emory Dr, Chapel Hill NC 27514
Greg Meyer, 3941 Cornell Rd, Sharonville OH 45241
Lind Pratt, 5249 Westbreeze Ct, Hilliard OH 43026
Bob Swieringa, 501 Chicago Rd #8, Thornton IL 60476
Doug Huskins, 522 Johnson St, Modesto CA 95350
Leo Yakutis, PO Box 16041, Chapel Hill NC 27516
Eric Voogd, 22620 Byron St, Hayward CA 94541

Game Openings

Here is a list of zines with game openings:

Costaguana, Conrad von Metzke, 4374 Donald Ave, San Diego CA 92117 (Dip, Gunboat).
Carolina Command & Commentary, Michael Lowrey, 3241G Walnut Creek Pkwy, Raleigh NC 27606 (Dip, Gunboat, Viking Dip, International Dip).
Caveat Emptor, Alan Levin, 7042 W Carol, Niles IL 60648 (Gunboat on 3-weekly deadlines).
Dogs of War, Kevin Kinsel, 21561 Oakbrook, Mission Viejo CA 92692 (Gunboat, Machiavelli, Wooden Ships & Iron Men).
Crimson Sky, Mike Gonsalves, 203 Brookside Terrace, Hagerstown MD 21740 (Dip, Gunboat, Colonia VI).
Diplodocus, Pierre Touchette, 11 rue Bruyere, Gatineau Quebec, J8T 2T9 (Dip, Gunboat; the zine is bilingual).
C'est Magnifique, Pete Sullivan, 16 Neile Close, Roinanby, NORTHALLERTON, N Yorkshire, DL7 8NN U.K. (International Diplomacy, International Downfall standbys).
Moire, Tim Moore, 405 Fair Dr #101, Costa Mesa CA 92626 (Dip, Gunboat, Kingmaker).
Tactful Assassin, Eric Young, 4784 Stepney Rd RR#2, Armstrong B.C. V0E 1B0 (Dip, Gunboat).
So I Lied, Marc Peters, 370 North St, Sun Prairie WI 53590 (Gunboat)

Zines

The treatment of orphan games by Orphan Service director Vince Lutterbie has been a welcome change during this past year, as many homeless games have found new GMs. There is even more hope for orphan games now that two zines will step into the fray to house orphans only.

The first of these is already running under the editorship of veteran Dipper Bob Hartwig (6612 W 133rd Ave, Westminster CO 80020). His zine *Orphanson* has taken over some of the games from the folded Canadian zine *Hagalil Hamaarvi*. Bob is looking for standby players to sub to the zine, to cost only one cent per page plus postage coats.

The other orphans-only zine will be out by February. *Ramblings by Moonlight* editor Eric Ozog says the new zine will be a reincarnation of both his old zine *Diplomacy by Moonlight* and wife Cathy Ozog's defunct zine *Cathy's Ramblings*. Longtime hobbyists will welcome the reemergence of the Ozogs on the publishing scene as both of their products were among the most popular zines of their day.

For the hobbyist interested in the international hobby there are several zines to choose from around the world, all of which cater to hobbyists from outside the zine's home country. Probably the best example of such a zine is *Lepanto 4-Ever*, published by Per Westling (Rydsv. 246 c:16, Linköping S-582 51, Sweden.) While his zine has a lot of focus on the Scandinavian hobby there are significant contributions also by overseas people, particularly English-speakers since the zine is done in English rather than

Swedish.

One of the most outward-looking German zines is *The Diplomat*, by Thomas Franke (Rummelweg 5, 2900 Oldenburg 1, Germany). Thomas runs international games with players from all over Europe and North America, as much of his zine is also in English. This is also a good place for the international hobbyist to read about the German unification issue firsthand.

Belgium checks in with the bilingual French/English zine *Dipsomania*, published by Jef Bryant (121 Rue Jean Pauly, 4300 ANS, Belgium). This zine brings together a great number of Frenchmen and Englishmen, as well as some North Americans. Although Jef has cut some of his overseas trades recently, the zine might still be considered one way into the French-speaking hobby. Another option would be the French Canadian zine *Diplodocus*, published by longtime hobbyist Pierre Touchette (11 rue Guyere, Gatineau Quebec, J8T 2T9). His zine is also published in both French and English.

British zines with an international focus include *Mouth of Sauron*, Mark Nelson, 21 Cecil Mount, Armely, Leeds, W Riding, LS12 2AP and *C'est Magnifique*, Pete Sullivan, 16 Neile Close, Northallerton, N Yorkshire, DL7 8NN. The best zine for entry into the Australian hobby is probably *Victoriana*, John Cain 76 Banool Rd, Balwyn 3103 while the young New Zealand hobby can be seen in John Dods' zine *View From Another Shore*, PO Box 2110, Ahuriri Napier. Both have numerous international subscribers.

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